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Nintendo®

ISSUE #40 MA[illegible] SYSTEM JULY '96

SPORTS SPECIAL

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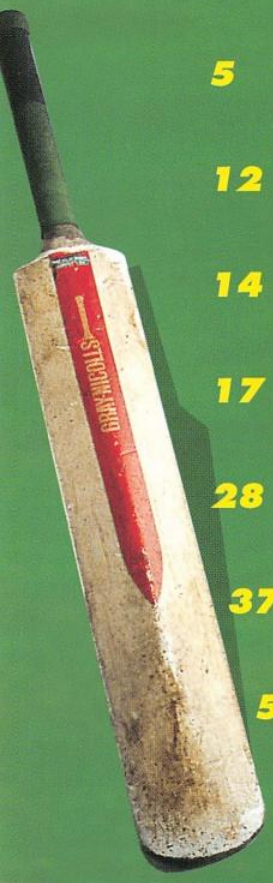

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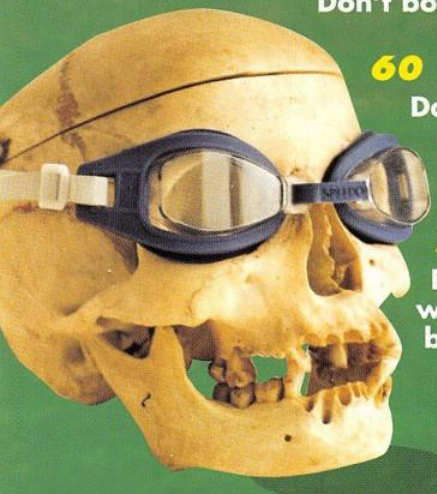
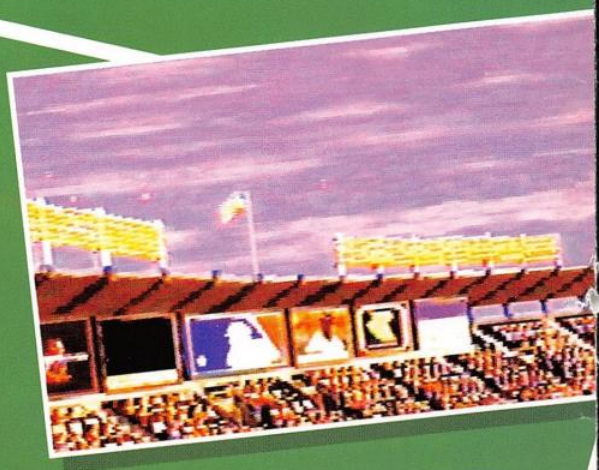
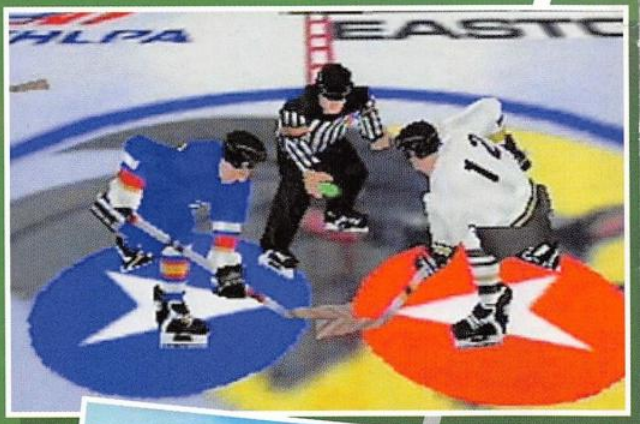




NINTENDO 64

8 Screens to be seen in.
The latest screen shots from 'Wayne Gretzky's 3D Hockey', 'Turok - Dinosaur Hunter', and 'WaveRace 64'.



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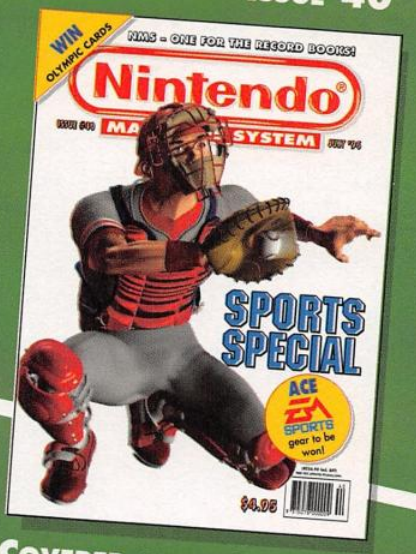

COVERED UP - GET INTO YOUR SPORTING GEAR!

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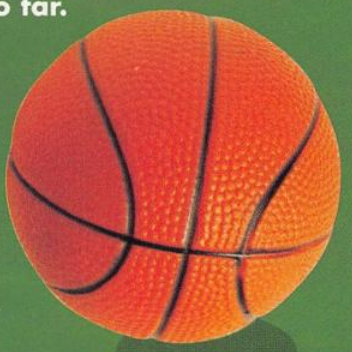

GAME BOY

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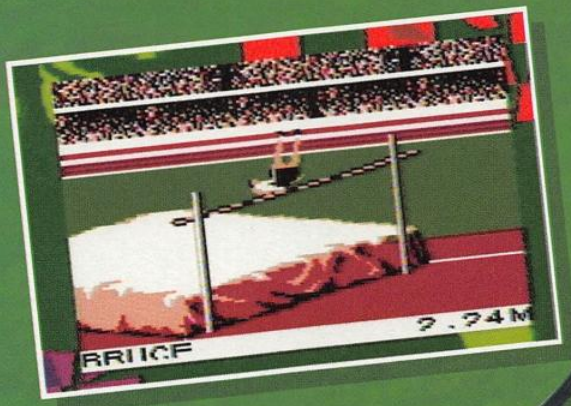
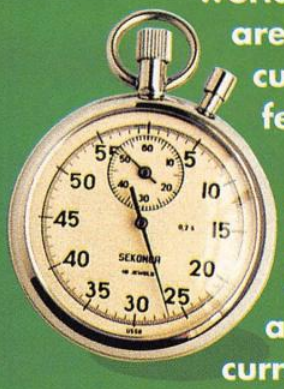
Pass the portable puck this way!

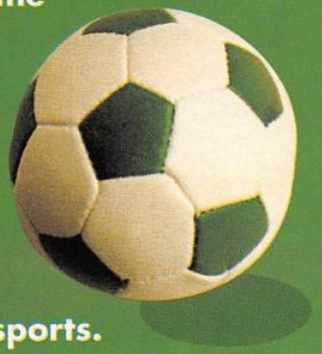


YOUR SPORTING HEROES!!

I can't get excited about all this activity. I'm cold and it's grey outside and those fools in the next room are all dressing up stupidly and discussing their sad preferences for differently shaped balls. Still, there's some sport going on somewhere in the world as we sit here, and a few individuals are making a fuss about an old Greek custom of running round and round with few clothes on.



Fortunately for those of you who appreciate this sort of thing, several software companies share your interest, and we've included some of the best current sports games, in case you're feeling active enough to manipulate that controller. The Olympics feature pretty strongly, both on the Game Boy and SNES, and you can win some Olympic game cards from those generous Intrepid guys, and some smart sporty wear from EA Sports. Golf and soccer have reared up again (pressure from Steve and Alan!), and we've also dipped into the American fascination for corrupting old sensible games, with a special feature on Ken Griffey's Baseball, and a detailed look at NHL Ice Hockey on both platforms.



Some of the others have been pestering me to include their own sports. Les wanted a few pages on gymnastics and pig racing (together!), but I drew the line at that. The others largely share a passion for those violent pursuits, you know: Ozzie Rules, Rugby League, Cricket... Only Enzo and I know what's really good for you – a few tins and a good sleep in front of the TV, followed by a quick game of Killer Instinct, a pizza and another sleep.

Nintendo® MAGAZINE SYSTEM

NINTENDO PEOPLE SYSTEM

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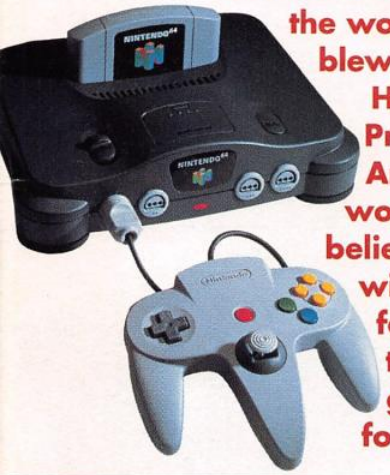
NNN

NINTENDO NEWS NETWORK

IT'S ON ITS WAY!

At last! The Nintendo 64 has made its debut appearance outside Japan at the Electronic Entertainment Expo, or E3, at Los Angeles - and made one heck of an impression! Super Mario 64, the console's flagship and heralded as 'the future of gaming' was shown in all its rendered glory to the world's media, and literally blew away the opposition!



Howard Lincoln, President of Nintendo America, explained to the world why Nintendo believe their new console will put them back in the forefront of gaming technology and will generate a new boom for the market in general.

The N64 is due to be launched in the USA on September 30th, and will retail at $249.95 US. The package will include a free controller but no game, but Nintendo insist they're still aiming to provide something visual to go with it, probably built-in.

At the time of its launch there will be seven games available: Super Mario 64, Pilot Wings 64, Shadows of the Empire, Wave Race 64, Tetrisphear, Cruis'n USA and Body Harvest.

Nintendo expect to have a 42% US market share by March next year.

APES ON THE LOOSE!

DONKEY KONG LAND 2 ON THE GAME BOY!

Diddy's Kong Quest is coming to the Game Boy! The hand-held version of the now-classic SNES title will be available around September in the US, so it shouldn't be long before it hits these shores. The game will feature both Diddy and Dixie, and you'll still be able to use their special powers, like Dixie's Spin and Diddy's Cartwheel.

The game takes more villains than before from the SNES version, and we've been assured that gameplay will be at least as good, if not better than Donkey Kong Land. You'll also be able to hire the services of Rambi, Enguarde, Squitter, Rattly and Squawks as they've all been included in the game!

DONKEY KONG COUNTRY 3 - SNES

Attention all Platformers! Nintendo have announced that there's to be a third instalment in the Donkey Kong Country saga! Donkey Kong Country 3 - Dixie's Double Trouble, will be available in November this year in America, and features a more advanced version of those world famous ACM graphics to show more detail in the backgrounds and characters. Dixie also has a new sidekick in the form of Kiddy Kong, a chubby young chimp with his own special set of abilities. Add to this a new set of areas for Donkey Kong Island and a new Kremling boss - Kaos. Nintendo's Executive Vice President, Peter Main, said "With the release of the third title in this incredible series, we're demonstrating to SNES users that we will continue to support the still strong 16BIT market."

NEWS

PINK BLOBS ON THE HORIZON

That pink, round, marshmallow-like creature otherwise known as Kirby will be making his first appearance in his own side-scrolling action adventure game. The 32 MEG cart is set for release on the SNES in September this year and will feature the Kirbster in not one but *six* different games. The games also include some of Kirby's old enemies, including Dyna Blade, Meta Knight and his arch-rival, King Dedede. The cart will also hold two sub-games - one where Kirby has to use his Megaton Punch to break through blocks, and a fighting stage where the pink blob plays the part of a samurai warrior. No, we couldn't believe it either. So watch out for this one in the coming months.

I'LL HAVE A CAN OF COKE, A PACKET OF SWEETS AND AN N64 PLEASE!

Strange but true! Nintendo has recently revealed that their 64BIT super-console will be on sale in convenience stores throughout Japan! Even though these stores usually specialise in comics, newspapers and magazines, they've been selling computer software for quite a while. But Nintendo are the first company to use these 'corner shops' as an outlet for their hardware. This just goes to show that Nintendo believe the N64 to be a genuine mass market console rather than just another luxury for hard core gamers.

UNIRALLY WINNERS!

We've had a fantastic response to our Unirally competition in issue #38 of NMS. Nearly three thousand of you wrote in for the chance to win this fast-moving game. The fortunate few are:

M.Murry - Qld
Uwe Puetz - Vic
Todd Healey - NSW
Adrian Flynn - Qld
Peter Robinson - Tas
Andrew Newhouse - Vic
Luke Bates - SA
Patrick Thiele - Gold Coast
Brent Hill - WA
Claire Hogue - NSW
Ian Macarthur - NSW
Aron Wain - WA
Nathan Pritman - NSW
Darren Sedgewick - WA
Dwane Ruf - SA
Lucus Jankowski
Adam Stokmon - Tas
Ashraf Kamarulzaman
Josh Kairl
Elsie Bennett - NSW
S. Ball - Vic
Michael Post - NSW
Anthony Cooney - Qld
Peter Jenkins - Vic
Adam Rabjohns - NSW

SHORT STORIES

NEW GAME BOY

After eight years, the good old Game Boy has been re-designed and relaunched. Known as the **Game Boy Pocket**, the new version will be 30% smaller than the old one, but will have the same sized screen. According to our sources, the new screen is coated in a silver matt casing, which should provide clearer graphics and contrast. Even though the N64 is almost with us, Nintendo still expects over half its business to come from the SNES and Game Boy. So who said 16 and 8 BIT technology is dead?

PROJECT ATLANTIS

The world's first 32BIT portable machine is on its way, but not just yet. Development is being held up for the moment while Nintendo concentrate on the launch of the N64. At the launch of the new Game Boy Pocket, an insider confirmed that the UK based Advanced Risk Machines have been trying to develop technology that would make the machine as power-efficient as possible, unlike Sega's Game Gear. *"We can't launch that many products in one year. We pride ourselves, to the irritation of many, of being very, very focused."*
So it looks like all the focus is on the N64 at the moment, but soon as we hear different, we'll let you know.

N64 CART PRICES

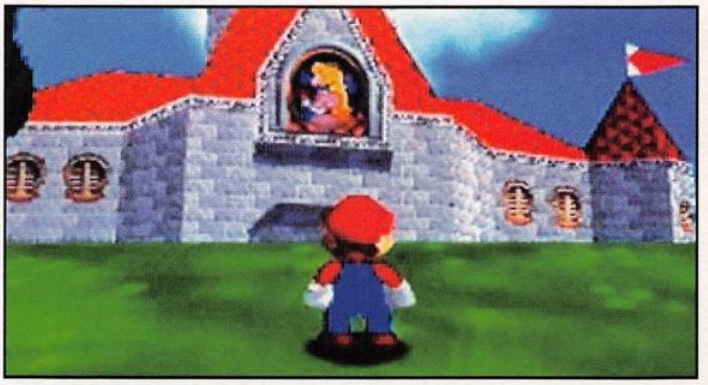
Hiroshi Yamauchi, Nintendo's big boss and occasional source of good gossip on the Nintendo 64, has suggested that the original projected price of N64 carts will fall from $90 US to around $70 US "at most" with some carts expected to be as low as $30. This is heartening news to those of us still waiting for that glorious day when our patience will be rewarded in gaming heaven.

Nintendo is aiming for a release of about 50 new titles a year, and, with some already well-known and notable exceptions, is not relying on third party developers. They are keen to keep the cutting edge thing going however, and will support talented software developers who will continue to make games exclusively for the N64.

NEWS

SM64 WIPES THE FLOOR AT E^3

The most complete version of Super Mario 64 has been unveiled at the E^3 show in Los Angeles, and basically wiped the floor with the opposition! No one could fail to be surprised at the sheer quality of Mario in his new 64BIT rendered world. There's no question about it, this really is the benchmark by which all other future games will be judged. It's certainly got the opposition rattled, as both Sega and Sony announced major price cuts on both the Saturn and Playstation on the first day of the show! "With just one look at Super Mario 64, you see the future. If there's a way to describe it, it's magical and irresistible!" said Peter Main, executive vice president at Nintendo America.

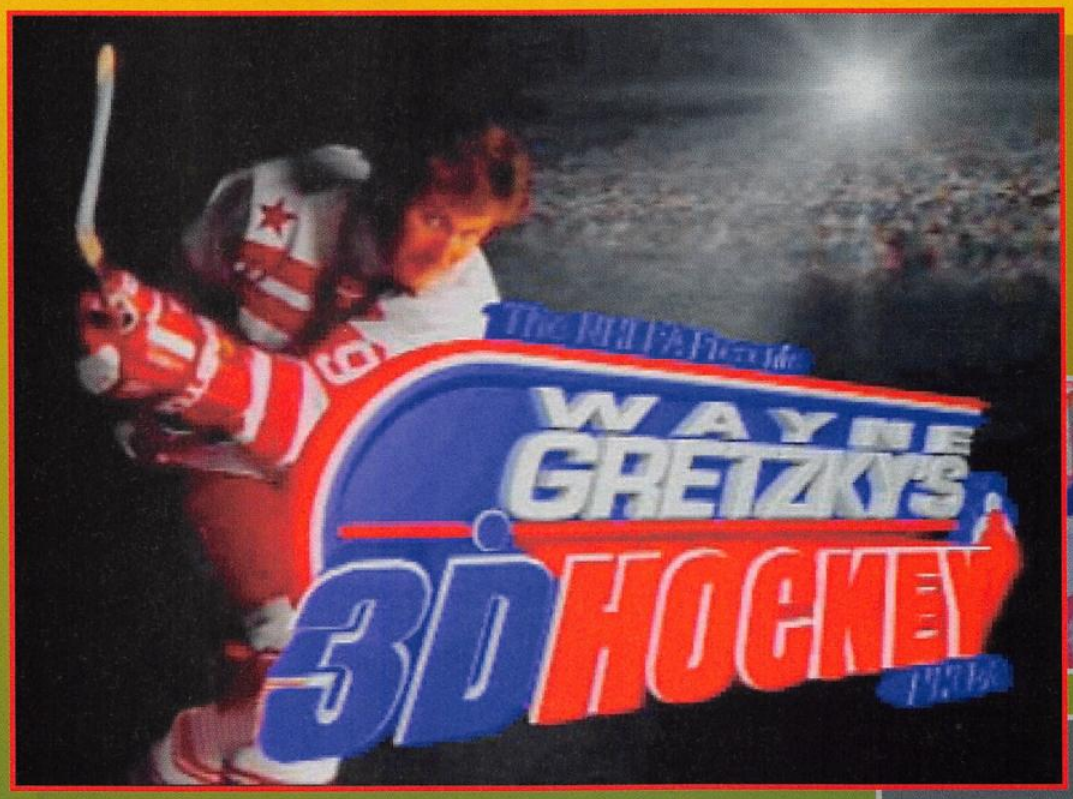


TALE OF THE TAPE

The game itself weighs in at an enormous 64MEG, probably the largest of its kind. It features that famous plumber in a complete 3D adventure, including all the best elements from the previous Mario games - mazes, puzzles, coins, power-up's, stars and even King Bowser who appears in fully rendered guise. As Mario, you'll be able to run, walk, swim, climb trees, swing from rafters and even fly! The aim of the game is to defeat King Bowser by exploring the environment and finding all the secrets as you go. The 25 different worlds range from snow capped mountains, a desert, haunted houses and an underwater level, and include elements of gameplay that have never been seen before on any console. For instance, in the first world players will come across a cannon, and once inside the camera angles change instantly to first person perspective as Mario gets fired out!

READY FOR TAKE-OFF

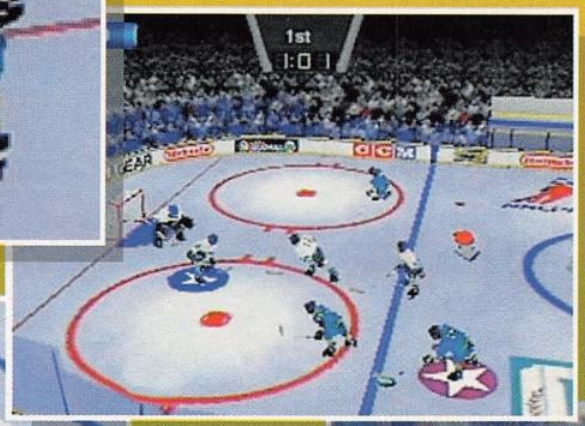
As well as Mario 64, both Star Wars: Shadows of the Empire and Pilotwings 64 also got rave reviews. So, it looks like Nintendo have done it again - they have the best technology and the best games, and rather than being drawn into slanging matches, they've let the others fight amongst themselves and quietly produced something absolutely breathtaking. Believe the hype - you won't be disappointed.

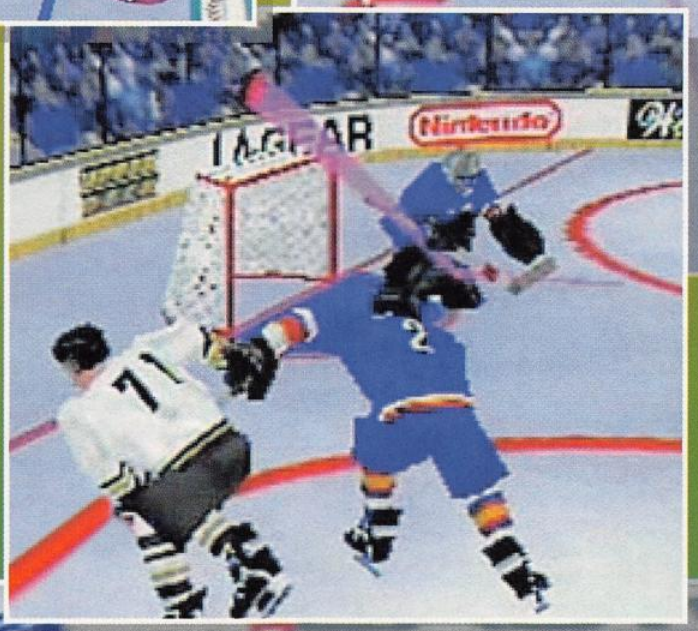


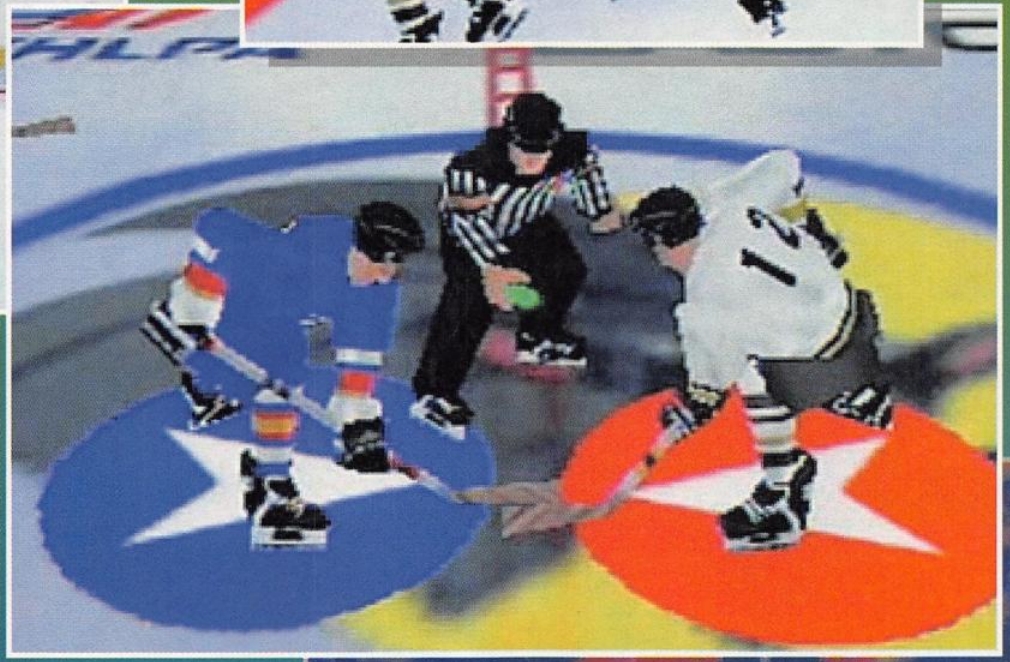
The power of the Nintendo 64 will be put to full use in sports sims set to be launched later this year.

We've a taster with these wicked screens from Wayne Gretzky's 3D Hockey from Time Warner.

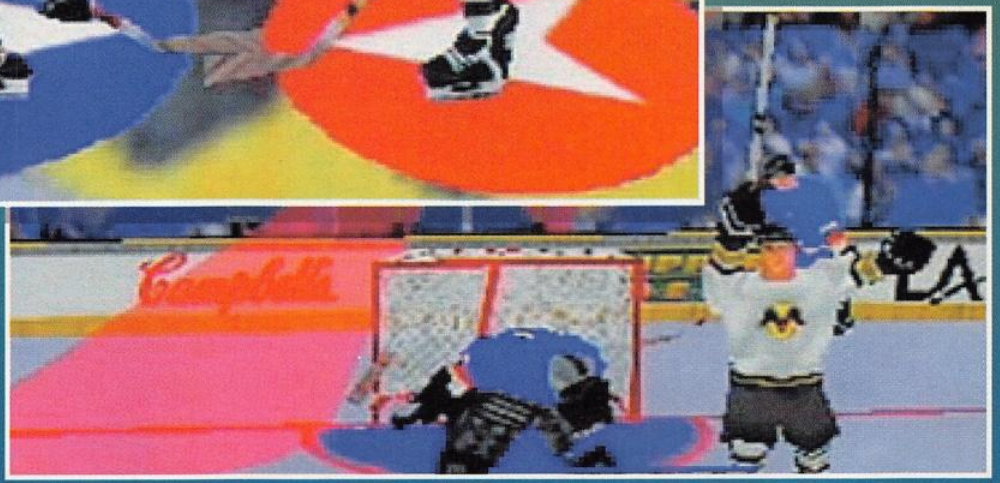
Other sports sims set for release on the N64 include Ken Griffey Jr Baseball, FIFA '96, NHL Hockey, Cruis'n USA, Wave Race 64, and more are being announced all the time.







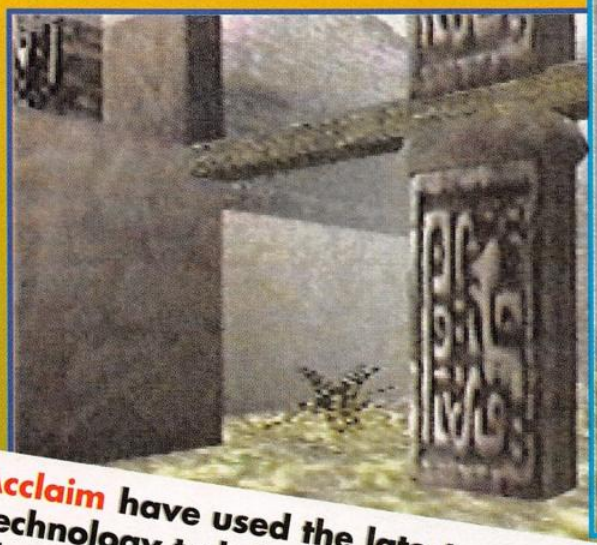
From a Slip 'em up to an Eat 'em up... Turn the page for some more roaring good screen shots...

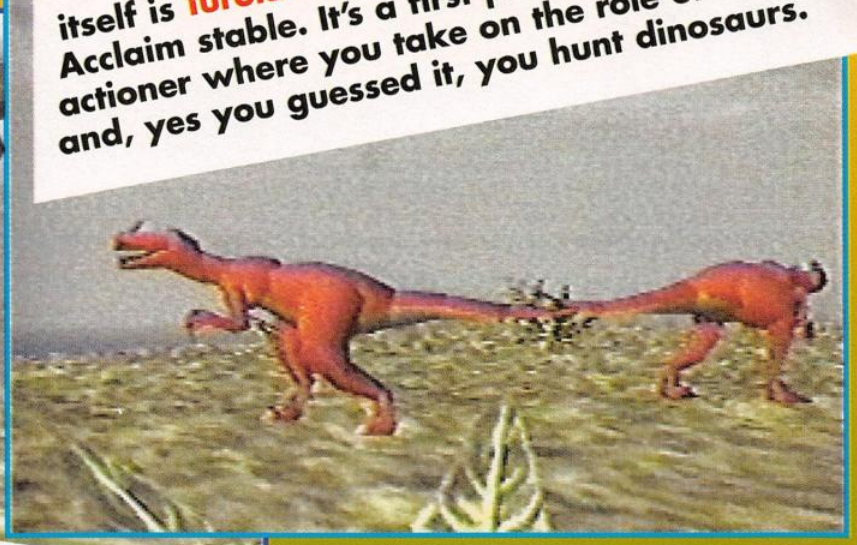


Watch out in next month's NMS for a special preview of screens from some of the best games ever!

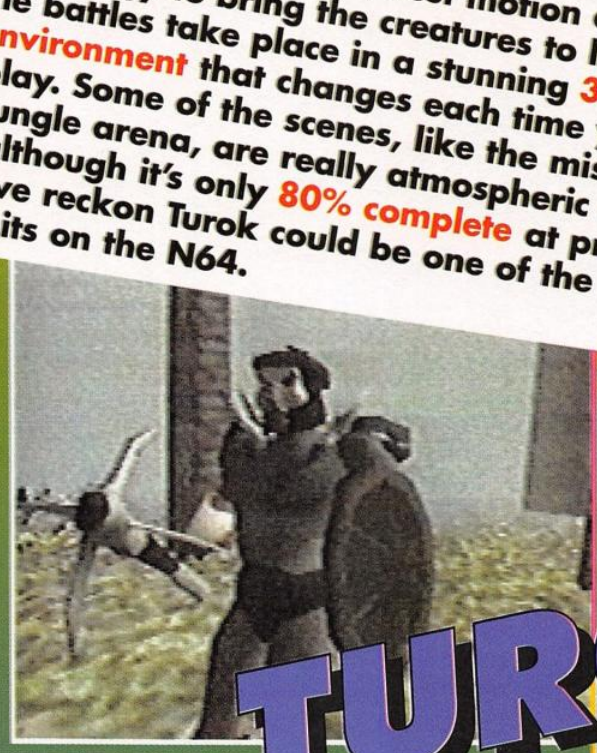
TUROK
Dinosaur Hunter

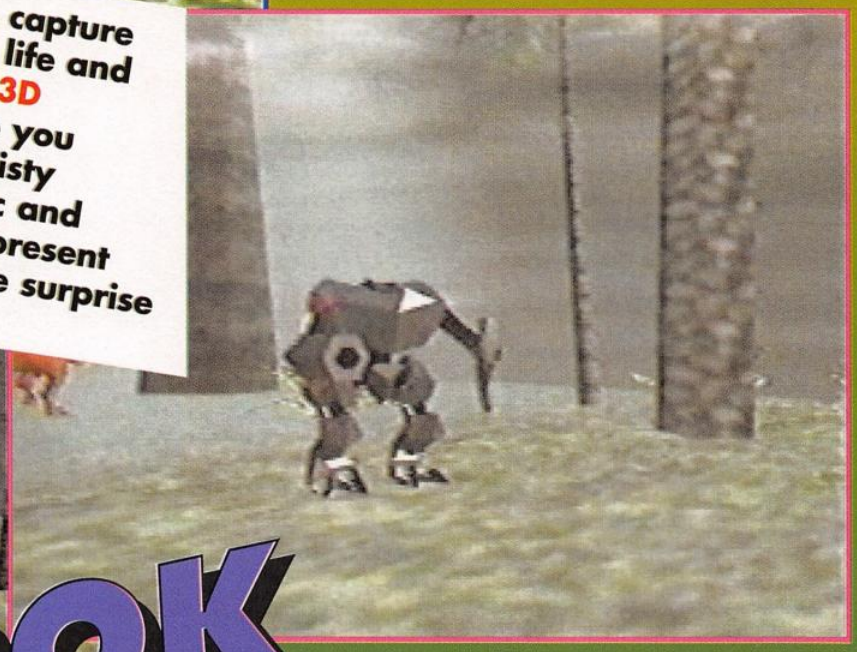
One of the latest N64 titles to show itself is **Turok: Dinosaur Hunter** from the Acclaim stable. It's a first person perspective actioner where you take on the role of Turok and, yes you guessed it, you hunt dinosaurs.

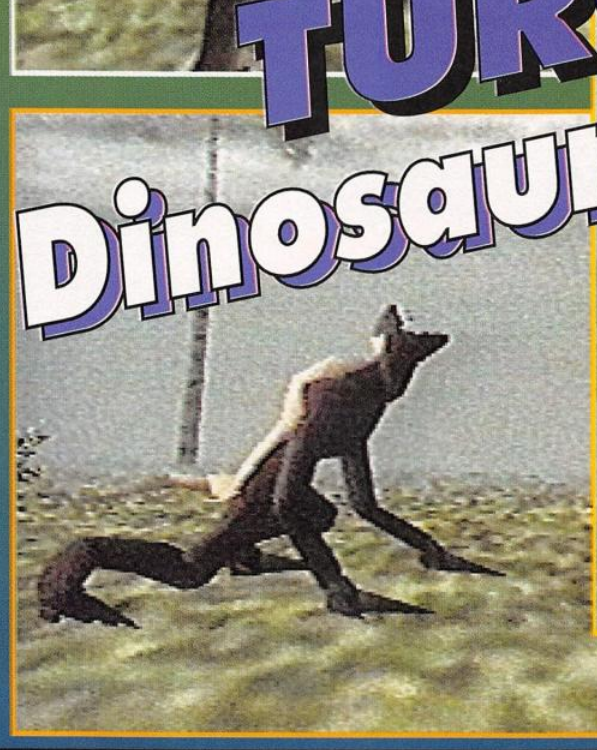




Acclaim have used the latest motion capture technology to bring the creatures to life and the battles take place in a stunning **3D environment** that changes each time you play. Some of the scenes, like the misty jungle arena, are really atmospheric and although it's only **80% complete** at present we reckon Turok could be one of the surprise hits on the N64.

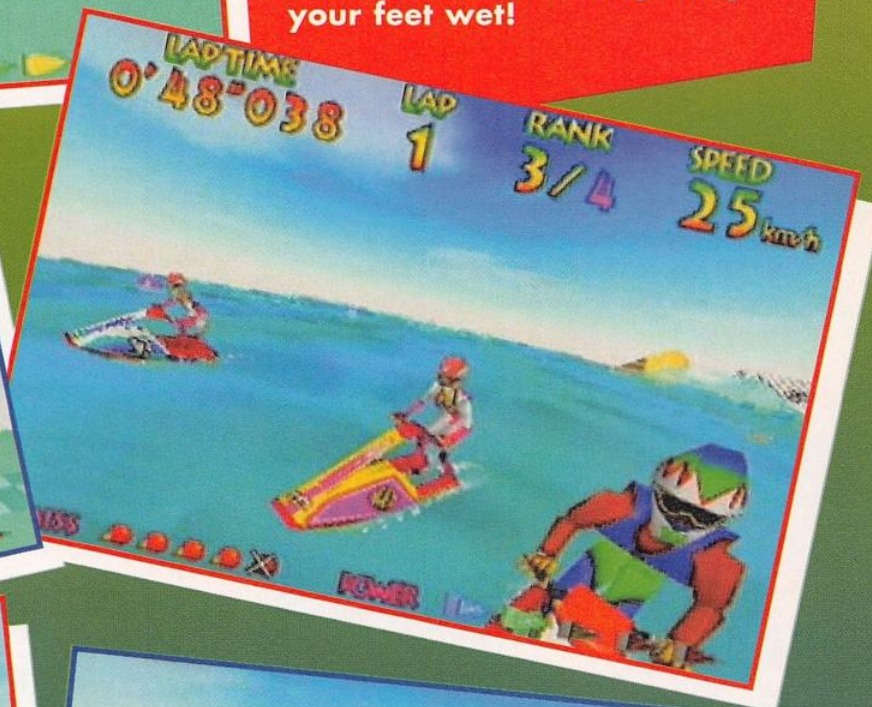


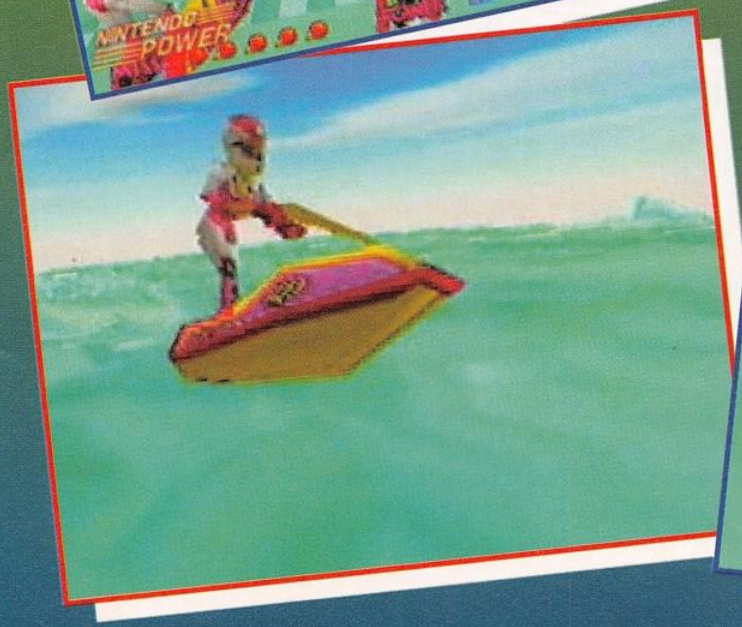


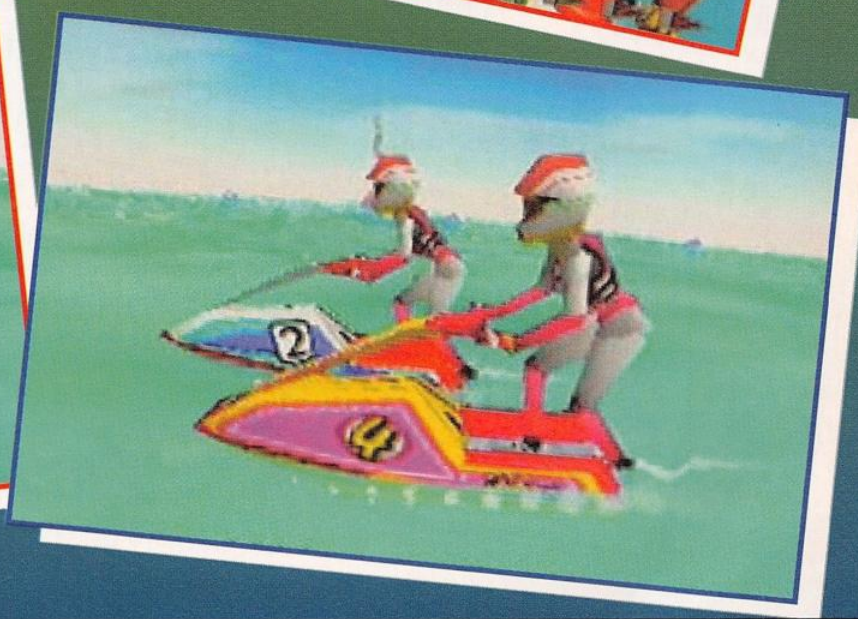


WAVERACE 64™

WaveRace 64 is yet another game that got everybody talking at E3. Players race on jet-skis in the sea, taking into account wave height, direction and wind speed. Even though there are only two controls - acceleration and steering, the gameplay is more responsive than anything else yet seen! There's the choice of one or two player mode, a time trial through an obstacle course, a slalom and even a stunt mode. You also have the chance to upgrade your machine as you progress through the game! All this without even getting your feet wet!







SPIDER's web

catalyst@popmail.dircon.co.uk

Limber up and put on those running shoes! In honour of our Sports Special, Spider has been jogging his way through all the best sporty sites on the web to find out what's a gold medal winner and what got knocked out in the qualifying rounds!

After last month's foray into all things foody the boss decided that I should work off all those donuts and get into the spirit of our Sports Special. So while I swim, shoot, run and throw my way through the best sports sites that the Net has to offer here are a few places worth a visit.

1996 Olympic Games

The obvious starting point for any article about sport is the Olympic Games. The pinnacle of sporting achievement is well represented on the web, particularly as the Games themselves are just weeks away, but by far the best is this official site. Found at **http://www.atlanta.olympic.org**, it carries a good looking design with easy to follow panels and pointers.

On your first visit to this URL you might want to visit the 'Welcome to the Games' intro where you can download a welcome message (audio or video) from the President of the Atlanta Olympic Committee no less!

As well as all the historical and background information on the Olympics you'll also come across the latest news stories about the games and a daily update on the progress of the Torch relay as the famous flame makes its way across the globe to Georgia. All the events schedules are here of course and when the Games start, there'll be immediate updating from the track-side computers of all the scores and athlete standings.

There's plenty of merchandise on offer and as well as buying this by email you can order tickets and sort out travel arrangements. You can also book tickets for any of the related Olympic Arts Festival events that are happening in tandem with the sports side of things.

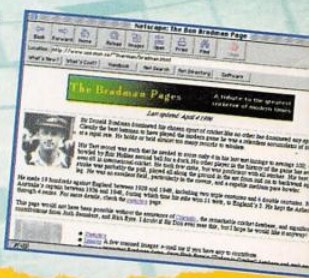
There's a kids' area too, where the Atlanta Games mascot (known as Izzy) will take you on an animated trip through loads of trivia games and puzzles.

This site can be slow if you don't have a really fast modem but stick at it because it's the main place to go if you want all the Olympic gossip.

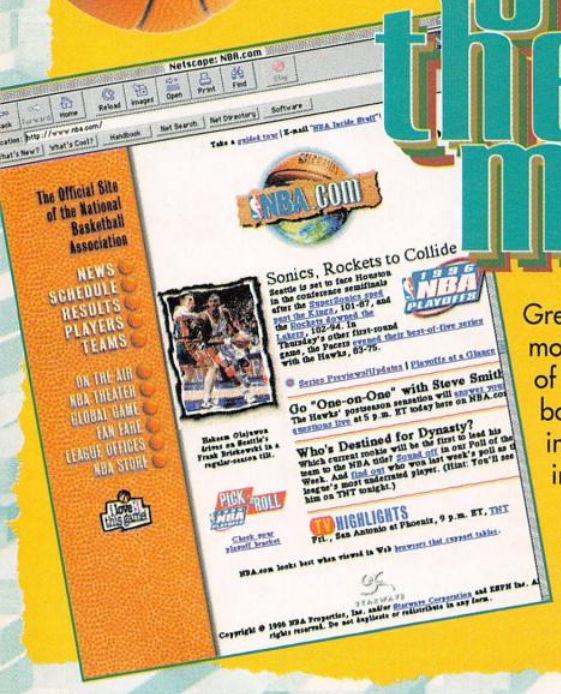
Don Bradman Page

If you're into cricket you'll almost certainly know who Don Bradman is. When the kid from Cootamundra was born back in 1908 I bet he never thought he'd have his own dedicated home page, but he *has* and you can find it at **http://www.ucs.mun.ca/~liverman/bradman.html**.

This site pays homage to one of the world's greatest ever cricketers and you can access loads of biographical information including all the important dates in his career and his cricketing statistics. You can download sound clips of commentary from some of his great games and there's even an eye-witness account from a man who



site of the month



http://www.nba.com

Great balls of fire! This month's SOTM is **NBA.COM**, the web's most comprehensive site dedicated to the slam dunks and lay-ups of the world of basketball. This is one of those rare sites that has both vast amounts of information *and* a really nice looking interface (although some of the pages can be a bit memory intensive if you've got a slower modem).

Anything you could want to know about the game, including coaching and refereeing tips is there as well as complete game schedules and a results service that's updated daily. You'll find complete team listings and player stats, including

was at Lords in 1934 to see Bradman score a famous century! Not the most visually appealing of sites but worth checking out for the content.

Rugby League Home Page

Another one of our national sporting obsessions has got to be Rugby League and this site is one of the better ones I came across given over to the odd shaped ball. Its address is **http://www.cooee.com.au/~msivis/irlwww.html** and you'll be able to look at all the latest news and stats about your favourite team.

This is an international site with both an Australian and a UK server so you can count on plenty of relevant information. There are links to the club sites, team histories and an image gallery as well as all the weekly results and season updates. There are regular competitions and tour details too so if there's anything your side are up to it's sure to be here! (Within reason!) If you follow the progress of the Kangaroos you won't be disappointed either – there's a link to the national side's site too!

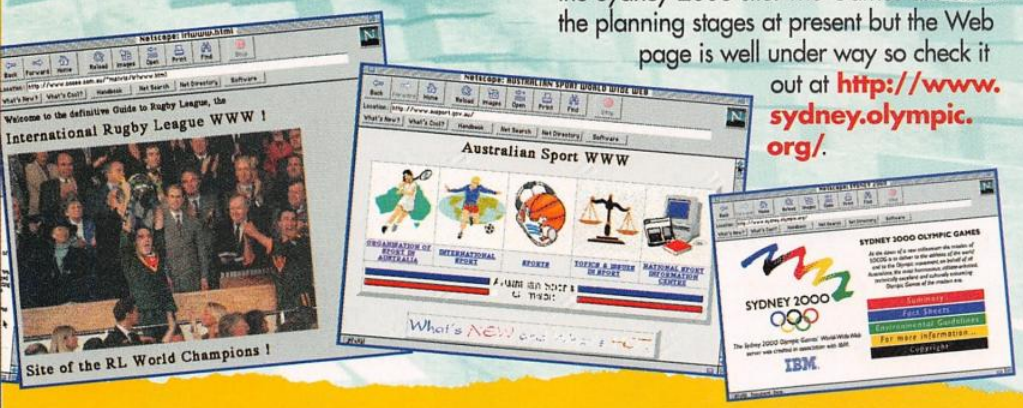
Australian Sport WWW

Although this is a bit of a dry site, the Australian Sport WWW does contain a lot of useful information. Log on to it at **http://www.ausport.gov.au/** and you'll see what I mean! It contains a lot of information about the organisational side of sport in Australia, a lot of it from a political/governmental viewpoint, but there's plenty of info about all sports on all levels.

From the national sides down to the local teams there are contacts and pointers for anyone interested in getting more active. You'll find coaching info and dietary advice too as well as articles about current issues or topics such as disabled athletics and drug abuse.

There are some athlete profiles where you can check out what our sporting heroes are up to but, as with much of the site, these are still under construction so aren't very detailed at the moment.

A link from here that you ought to visit is the Sydney 2000 site. The Games are still in the planning stages at present but the Web page is well under way so check it out at **http://www.sydney.olympic.org/**.


Welcome to the definitive Guide to Rugby League, the
International Rugby League WWW !
Site of the RL World Champions !
Australian Sport WWW
What's NEW
SYDNEY 2000 OLYMPIC GAMES
SYDNEY 2000
IBM

worth a look

Now you're well and truly warmed up, get on the starting blocks and take a run at these other sites.

World Wide Web of Sports: http://www.tns.lcs.mit. edu/cgi-bin/sports

Sports Network: http://www.sportsnetwork.com

Volleyball Worldwide: http://www.volleyball.org/

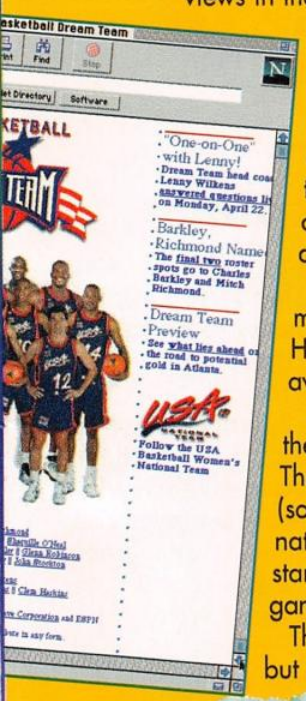
SumoWeb: http://www-bcf.usc.edu/~tmccarth/sumo.htm

Internet Resources for Runners: http://www.nauticom.net/users/kenecon/

coming soon

ROCK 'N' ROLL!

When all this athleticism is over with I'll be chilling out next month. Plug in your 'phones as we pick, slap and finger our way through the Internet's musical offerings!



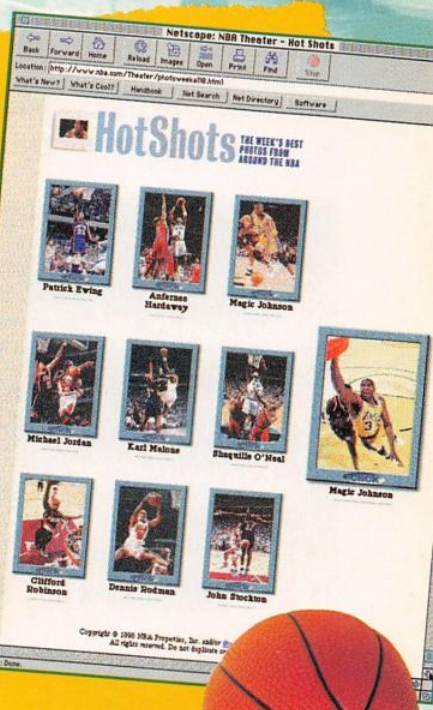
full biographies and pics of your favourite hoop stars and there's even the chance to air your views in the **Poll of the Week**. The **Fan Fare** section includes stacks of quizzes and fan related items as well as the opportunity to take part in a live on-line Q&A session with top players and coaches.

One of the best areas in the site has got to be the **NBA Theatre**. This is a huge resource of downloadable material that includes movies and audio clips as well as loads of still shots of all the action. Team by team you can look at and listen to interviews, action replays, commentary and opinions on the week's best plays and each team has a 'Best Moments of the Season' area to look at too.

The **Hot Shots** area has a selection of stills of the current week's top moves (the one above right shows Magic Johnson powering round Houston's Chucky Brown). Each team's page also has details on ticket availability for upcoming games as well as team info and fanmail areas.

Although a large amount of the site covers the US teams and leagues, the **Global Game** section is dedicated to basketball around the world. There's complete international match coverage with current news articles (some of them in French and Spanish) concerning player transfers and national teams. You can find out about the current Australian league standings and match results as well as information about the women's game worldwide and the European championships.

This is one of the most impressive sports related sites I've come across. It has all the US detail but doesn't skimp on the international stuff, so lace up your boots and get out on the court!



TALKING SP

WITH EA SPORTS

Electronic Arts have arguably become *the* dominant force in sports simulations across all gaming platforms. What is it about them that seems to give them the edge? Are they all a bunch of sports-crazed goofs sitting in the stands at local grounds with their laptops throbbing, or is it something more alarming? Will went off with his own humble notepad to chat to EA's Al King and try and find out.

Origin of the species

We've heard the same story elsewhere: The earliest birth cries of what we now know as Electronic Arts were to be heard back in 1982, when a group of kids with a shared interest in programming got together and... As with other now major companies, these software artists had enough interest and skill to develop their hobby into a set of products interesting enough to the buying public. Add to that the support of some graduates from Stamford University, and Silicon Valley hosted a new set of clever kids writing pretty basic but captivating games for computers like the Commodore 64 and Atari.

"There's a huge wealth of sports still untouched and we're constantly looking for new sporting events to bring our expertise to."

EA Sports

Out of this grew Electronic Arts, and a gradual development of one side of the company into the sports sims that have dazzled us all. This came about as "kind of an accident" in the early 1990s, after someone decided to put the same interface and opening screen on both John Madden and hockey games then in production. The original title was 'EASN', (Electronic Arts Sports Network), a take-off of the American TV company 'EAPN'. The development into EA Sports "just sort of happened" as the range of sports products did well, and as it became clear that EA had within its staff some talented programmers all sharing an interest in the active life.

In the workplace

The offices at Electronic Arts are busy and sometimes alarming places to be, as the activities there spill over into the unexpected. The open-plan workplace is divided up into 'cubes', personalised areas each with their own PC, CD player and selected pin-ups and pets. As you walk around the spaces filled with the competing sounds of rival music tastes, an occasional volley of spongy balls fills

ORT

the air, as some frustrated individual decides Oasis have had too much, too loud, for too long, especially while he's trying to talk on the phone! The lively atmosphere is personalised more by the addition of a range of pets that, if all were let out together, might create their own strategy game down on the carpet. Gerbils, snakes, fish, spiders and mice all have their own separate workstations!

Developers & producers

Out of all this mayhem the creative juices are encouraged to flow, and here the teams of artists, programmers, and producers develop ideas into the fully rendered cyber-world of the games sim.

EA places a lot of emphasis on producers as innovators and encourages those with similar interests to work creatively together. "It's the enthusiasm of the team that dictates the shape of the product. One thing you can't buy is the synergy of the group's affinity and their enthusiasm for the games." Teams work in a structure similar to the old Hollywood studios model, that encourages skills within the company, rather than going to outside bodies for specialist, but unconnected expertise.

If we like it, then it's OK.

With this emphasis on producers, product development is not dictated by sales and marketing strategies, but by a concentration of ideas from the producers themselves. The range of people involved in development means that EA's producers are fairly representative of the consumers that they're working for and, as they say: "If we like it, then it's OK." That said, sometimes it's necessary to go outside to get ideas and feedback from individuals and groups with wider backgrounds. Here 'focus groups' – a cross-section of people with representative age, sex, etc. characteristics – are used to test out early versions of the games and to reply to questionnaires on specific aspects of the look and feel of each product.

"It's the attention to detail that counts, and recent developments in technology allow us to take advantage of these as extra additions."

Games in development

"If it's in the game, it's in the game!" That's the aim of the producers, so if you see dirty tackles on the TV, or hear commentators or members of the crowd going crazy when a goal is scored, EA Sports want to include that too. This attention to detail has become all the easier as technological advances have allowed developers to recreate scenes more accurately. "Today we can simulate any real-world or fantasy situation you like, and this is true for all aspects of sports as much as it is for other areas," says Al King. "It's the attention to detail that counts, and recent developments in technology allow us to take advantage of these as extra additions." The key to this process is motion capture, where real players recorded on video form the basis for recreating realistic movements and reactions in the game's sprites.

"At the end of the day the battle is won and lost on the game's strength."

Just some of the EA Sports team.

While anything can be simulated fairly accurately now, not all areas are considered ripe for translation into a computer sim. "It's important to be able to pit your wits against the artificial intelligence of the computer, and bungee jumping or curling, while they may be good to do, have a limited appeal when it comes to developing a product. There's a huge wealth of sports still untouched and we're constantly looking for new sporting events to bring our expertise to."

EA SPORTS

Once the game's basic structure is established, separate versions are made for different world markets, in English, French, German, Italian, Japanese, Spanish and Swedish. Often licencees in other countries take this further, so you could find John Madden giving you the lowdown in Polish or Israeli! Apart from the language differences, there are few differences in games distributed worldwide. "Sports games are fairly universal and tend to transcend boundaries, so there's an assumed homogeneity amongst fans of global sports."

Looking to the gaming future

So what's next? Where do EA see developments in the next five or ten years, and how are their products aiming to keep pace with the changes? The 8-bit and 16-bit consoles have largely had a peak in life cycles that have lasted about five years, and this time scale can perhaps be expected for other consoles. The NES is pretty much dead now in terms of developments, while the SNES, although still coming up with some dazzling gameplay and graphics, is at the stage where it is beginning to be passed down to younger brothers and sisters as people look at 32-bit machines. "You could say we're in year two of the five-year 32-bit cycle now. In 5 years' time we should be in year 2 of the 64-bit cycle, although the Nintendo 64 is already some way ahead of this."

"We will be able to pull off tricks on the '64 that won't appear on 32-bit machines."

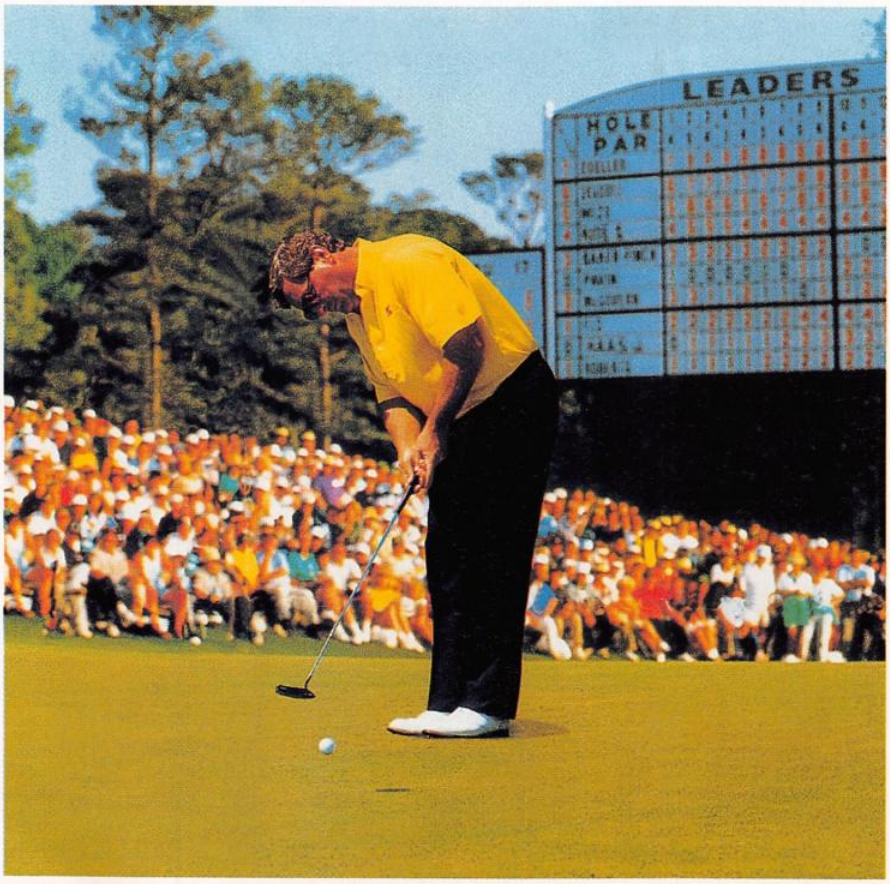
On the Dream Team

As members of the N64 Dream Team, EA Sports are adapting many of their current range of titles for the N64, and are happy about the potential for the future. "All our best known properties will be there on the '64. At the end of the day the battle is won and lost on the game's strength and how well it plays, but the '64 will add its own strengths. We will be able to pull off tricks on the '64 that won't appear on 32-bit machines."

Coming developments

Apart from consoles, EA see the internet and cable as the likely areas to follow in the next 10 years, in particular downloading games on a 'pay as you play' basis from cable, and multi-player gaming over the 'net. Bullfrog, a part of EA, have nearly finished developing "Dungeon Keeper" an RPG for up to 16 players, played over the 'net. Virtual reality machines are not yet seen as viable for home use, simply because the costs have to come down so significantly. While PCs can always keep up with consoles in terms of capacity, the costs of continually upgrading or buying a new Pentium to play a game at its best is impractical.

"...bungee jumping or curling, while they may be good to do, have a limited appeal when it comes to developing a product."



EAsy does it

Whatever happens in the future, we can be pretty sure EA will remain a major player. They're continually upgrading their games and gameplay, and are one of the few whose latest releases are a marked improvement on previous versions. We look forward to what is to come.

COMPETITION

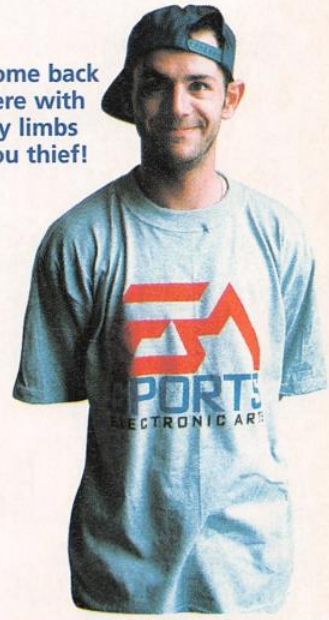
WIN these cool sports items and dazzle your mates with your sense of style and taste!

Well that just caps it!

Those generous guys at EA Sports have kindly donated some natty pieces of clothing for those of you with an urge to look sporty. Just read the article, answer our EA-based questions and you too could look as good as Skull on a bad day.

The first prize winner will get an excellent EA Sports baseball jacket – an exclusive item that you'll never see in the shops! But as well as that, three runners-up will each win a baseball cap and a T-shirt. All these wonderful items have been personally stained by the delectable Will and Lou, shown here in their famous international catwalk poses. Watch out Naomi!

Stretch your brains around these three simple questions and put your answers on a postcard or a sealed down envelope to the address shown (not forgetting your own name, address and age) by Friday 26th July. We'll dip into the sports sack for the winning answers and send off the goodies just as soon as we can get enough stamps together.



Come back here with my limbs you thief!

1. What year heard the earliest birth cries of EA?

A: 1992 B: 1982 C: 1492

2. Which of these languages is *not* included in standard versions of EA games?

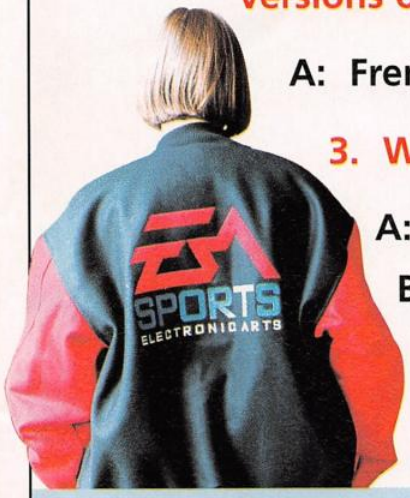
A: French B: Swedish C: Mexican

3. What does 'EASN' stand for?

A: Electronic Arts Software Network

B: Eat A Sausage Nightly

C: Electronic Arts Sports Network



No Lou, you can't keep it!

EA Sports Competition
NMS Magazine
PO Box 14225,
Melbourne
MC Victoria 8001

CONDITIONS OF ENTRY

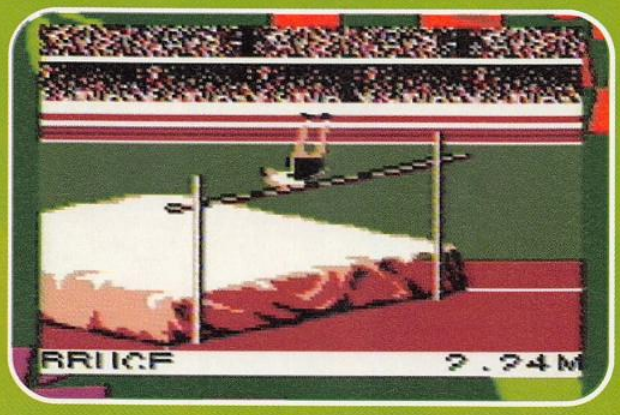
Promoted by Catalyst Publishing, Level 128, Rialto 525 Collins Street, Melbourne, Vic 3000. Entry is open to residents of Australia & New Zealand with the exception of officers or employees (including immediate families) of the promoter, its advertising, sales promotion agency and printers. Entries close by the end of the working day Friday 26th July. The winning names will be printed in a future issue of Nintendo Magazine System. Prizes are not transferable nor are they redeemable in cash. The judges decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is a game of skill, not chance, and, as such all entries will be judged on merit.

OLYMPIC SUMMER GAMES

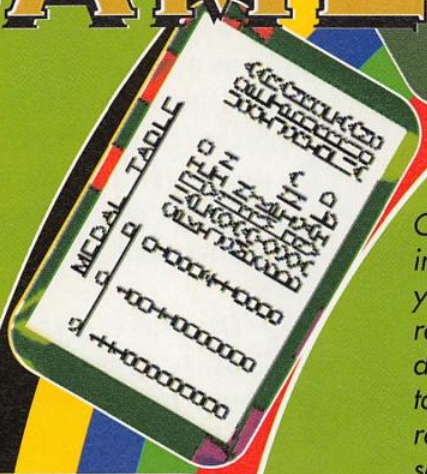
Rings of fire!

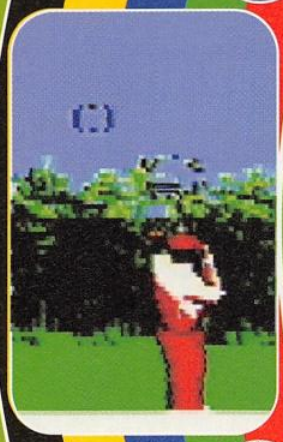
Ah, it's that time again. The time when some idiot runs halfway round the world with the sole purpose of setting part of the Olympic Stadium on fire. The Olympics, the greatest sporting event on the planet, where the world's nations come together to compete under the same banner (barring the odd political boycott!) in age old events such as athletics, boxing, wrestling and er, synchronised swimming...

With the Centennial Olympic Games in Atlanta just around the corner, Black Pearl Software have just completed Olympic Summer Games. This new Game Boy cart crams in ten of the best Olympic sports, including eight track and field events as well as skeet shooting and archery!



LEANING ON THE BAR AGAIN?!



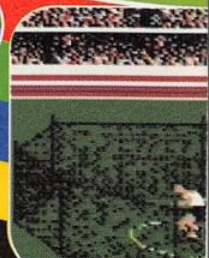


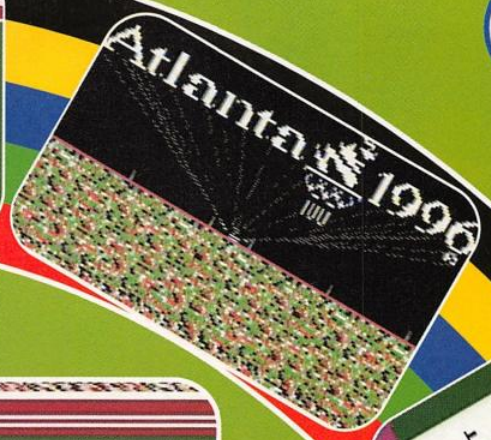
Record breakers

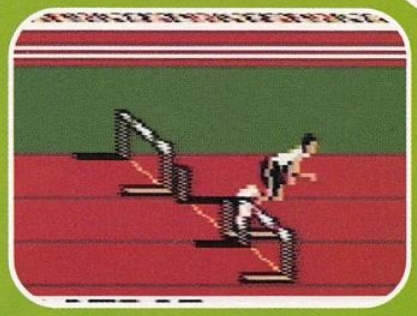
Once you've squeezed your lunch box into those oh-so-tight running shorts, you'll find 32 countries all waiting to be represented by you. There are three difficulty settings, with the Hard setting taking you close to breaking the world records. Unless you've been taking something you shouldn't, you'll find the hard mode extremely difficult at first, so it's best to go straight to Easy mode and snatch the gold with little effort.

In full control

The controls in the game are really easy to get the hang of. Keep pressing the A and B buttons to pick up speed and then hit the D-Pad when you want to jump or throw. If only it was this easy in real life eh?!







It's not the winning...

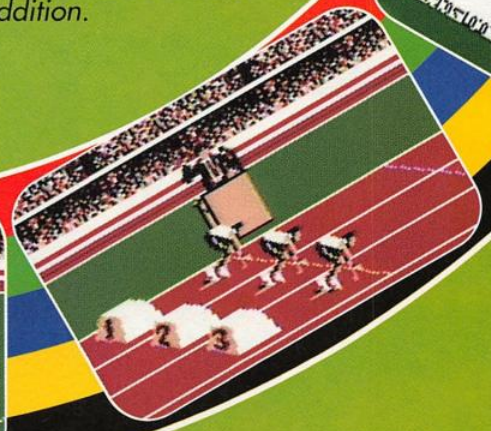
The Customise Game option allows you to take part in as many or as few events as you want, and athletic purists will be pleased to know that the game sticks to the rules of the real Olympics, with all events having two preliminaries before the final. It looks like the guys at Black Pearl have crammed plenty of gameplay in, so you'll probably be naturally excellent at some events and embarassingly bad at others!

... it's the taking part!

It's possible to have up to four players taking part at any time, even though there's no way of linking up. You just have to take turns, which is a shame, as a two player link-up option on a game like this would be a very welcome addition.

A true competitor!

It looks like the graphics in this one are much better than any other Game Boy cart of its kind. There's not much in the way of backgrounds but you get the feeling that the animation and the clever use of Super Game Boy features will more than make up for it. All in all, we think they're on to a winner with this so keep an eye out for a full review soon!



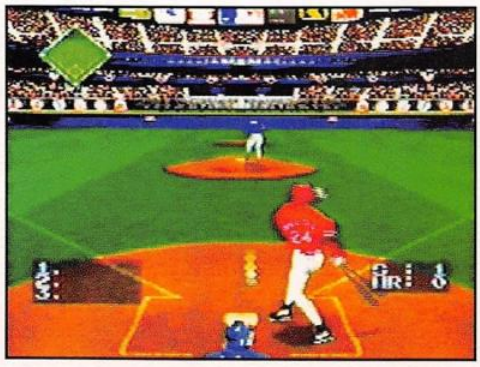
GAME DATA

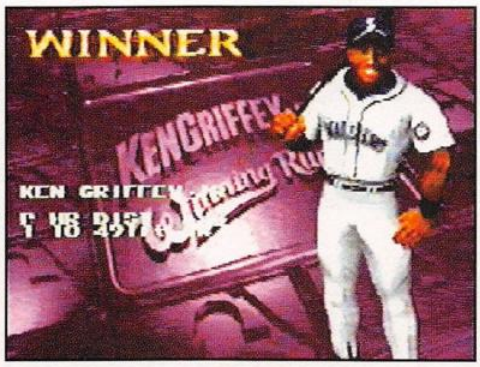
- **GAME:** OLYMPIC SUMMER GAMES
- **BY:** BLACK PEARL/T•HQ
- **RELEASE:** JULY
- **GAME TYPE:** SPORTS SIM
- **PLAYERS:** 1-4

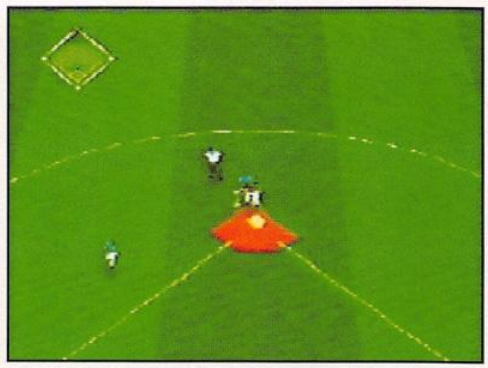
KEN GRIFFEY JR's Winning Run

Who needs a PlayStation...

when Nintendo and Rare keep coming up with 32 BIT quality graphics for a 16 BIT machine? Ken Griffey Jr's Winning Run is the UK company's first foray into the world of sport but they've hit a Home Run with this one! It may be a while before we see it down under but we thought we'd give you an advance 'behind-the-scenes' look.

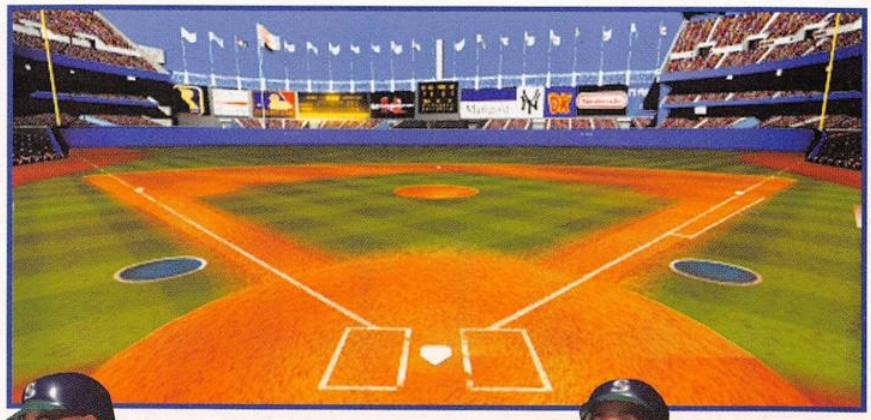


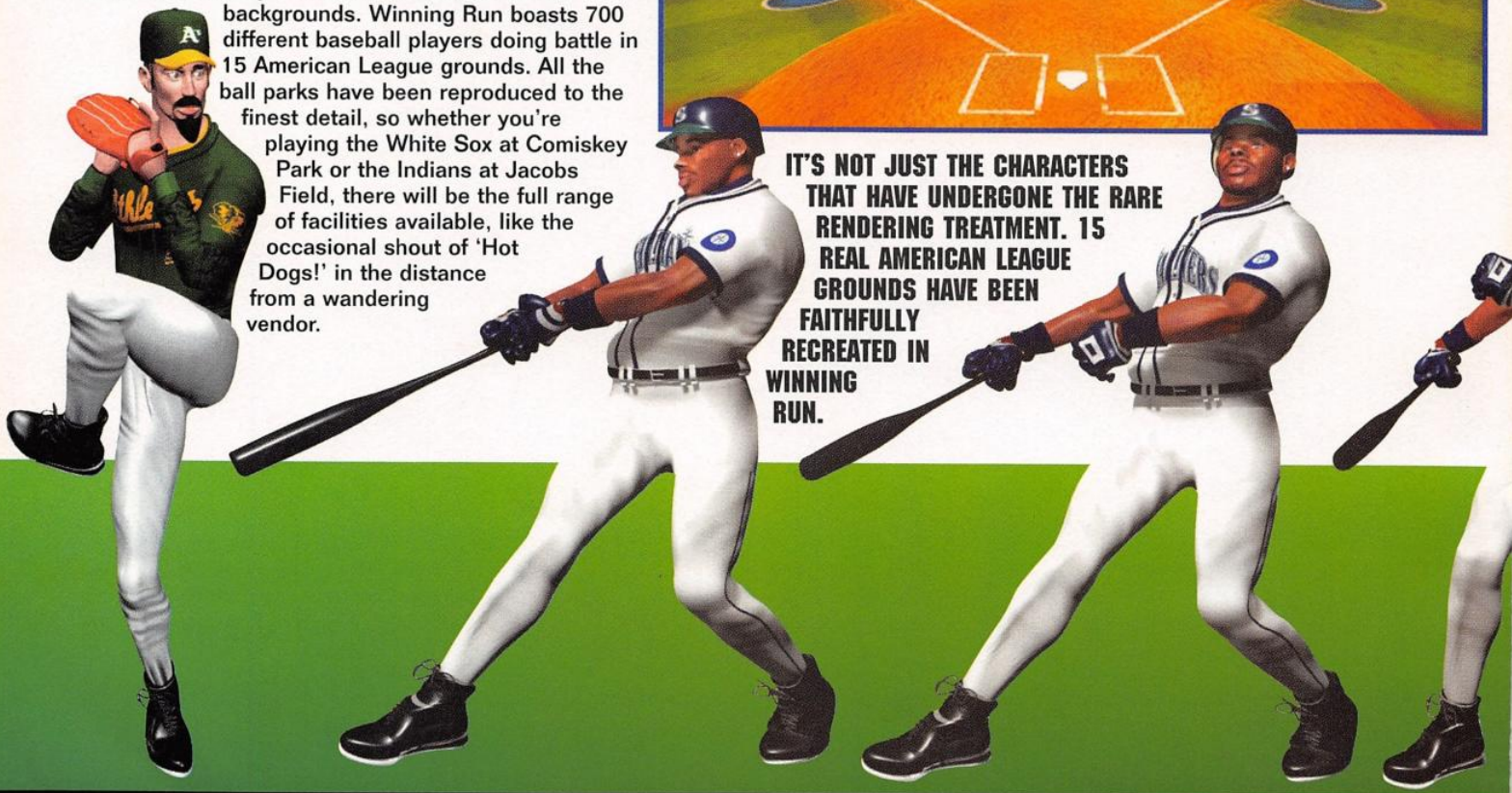




FIELD OF DREAMS

We've come to expect sports sim sequels to be a bit disappointing. Usually, you get a few new stats and the odd programming tweak thrown in here and there. But our Ken's new baseball game is totally different. What we have here is a complete revamp, complete with 4,500 frames of animation and fully rendered 3-D characters and backgrounds. Winning Run boasts 700 different baseball players doing battle in 15 American League grounds. All the ball parks have been reproduced to the finest detail, so whether you're playing the White Sox at Comiskey Park or the Indians at Jacobs Field, there will be the full range of facilities available, like the occasional shout of 'Hot Dogs!' in the distance from a wandering vendor.





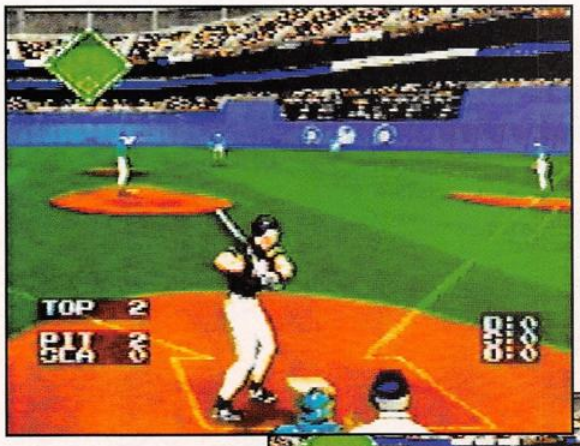
IT'S NOT JUST THE CHARACTERS THAT HAVE UNDERGONE THE RARE RENDERING TREATMENT. 15 REAL AMERICAN LEAGUE GROUNDS HAVE BEEN FAITHFULLY RECREATED IN WINNING RUN.

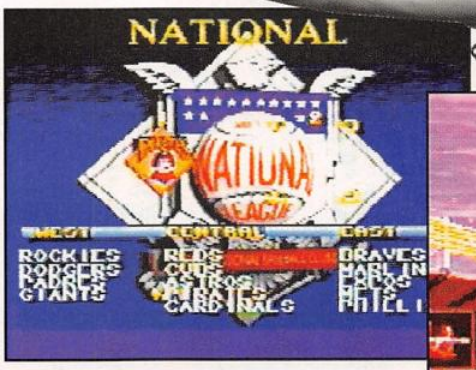
REACH OUT!
I'LL BE THERE!

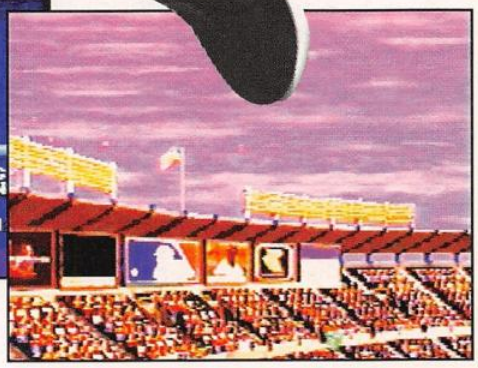
A LEAGUE OF THEIR OWN

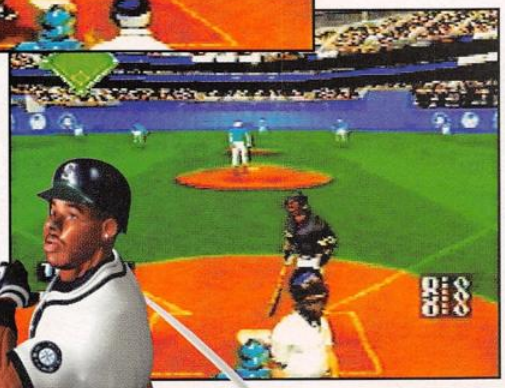
The blokes at Rare have used their specially rendered graphics to great effect on this new sports sim. Almost every image you see has been fully rendered in 3D on Rare's Silicon Graphics machines, from the information screens to the fielders in the background. The animation is as smooth and realistic as any of Rare's other games, due to the innovative 'Motion Capture' technology which involves recording a real person's movements with sensors and allows a computer to make an accurate recording to be used in the game.

THE MOTION CAPTURE TECHNIQUES USED TO RECORD KEN'S MOVEMENTS INVOLVED HIM BEING STRAPPED WITH ELECTRONIC SENSORS THAT MAP EACH JOINT AND MUSCLE MOVEMENT AS IT HAPPENS. IT MAY BE UNCOMFORTABLE BUT IT'S WORTH ALL THE EFFORT TO GET RESULTS LIKE THESE.



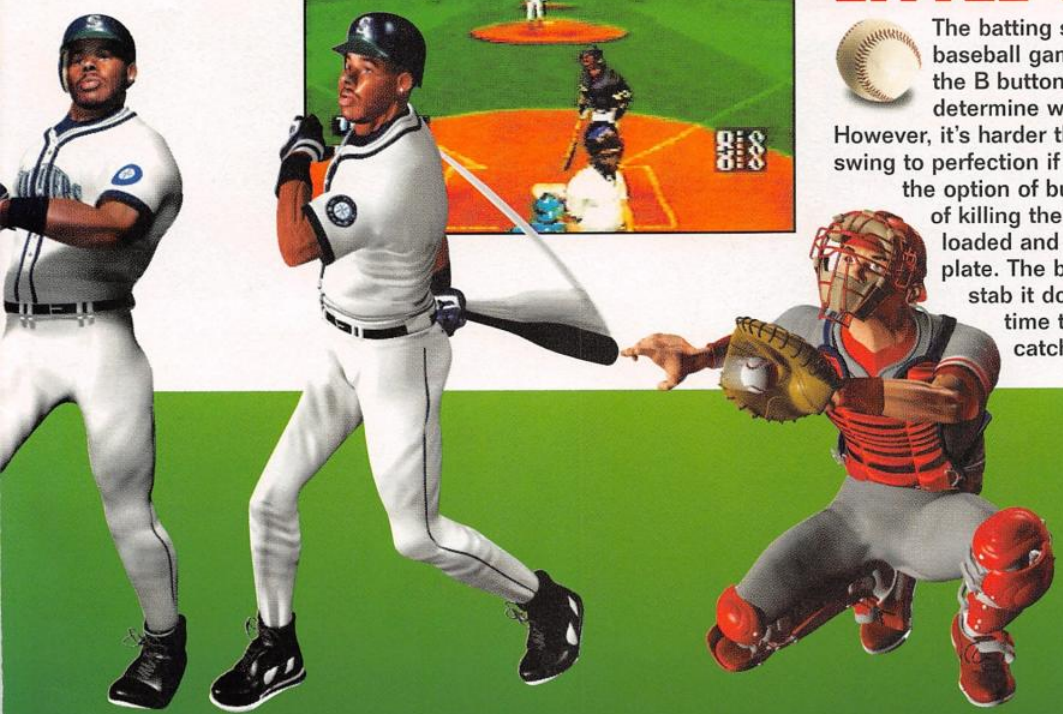




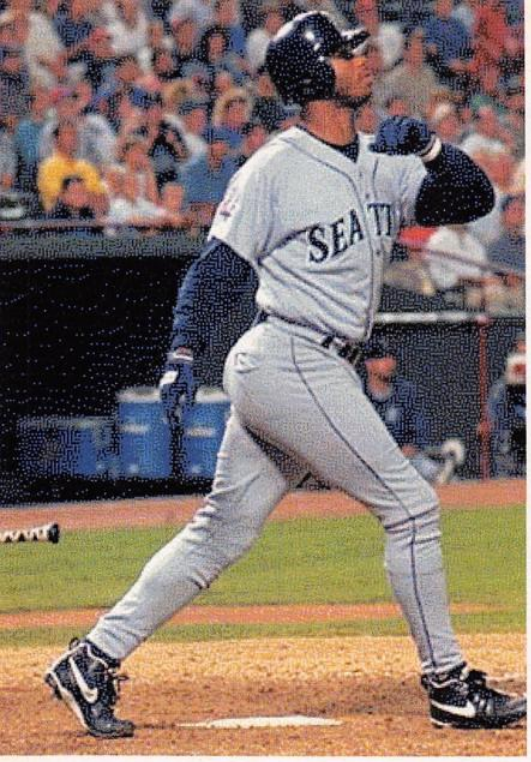


LITTLE BIG LEAGUE

The batting system is much simpler than other baseball games. Basically, you control the swing with the B button and use the D-Pad to direct your hit and determine whether the ball is pitched high or low. However, it's harder than it sounds as you have to time your swing to perfection if you want to hit a home run. There's also the option of bunting the pitch, a risky but effective way of killing the ball. This is useful when the bases are loaded and you need to get a top batter back on the plate. The batter will square up to the ball and just stab it down the baseline. This tactic gives you time to steal that all important third base as the catchers waste time picking the ball up.



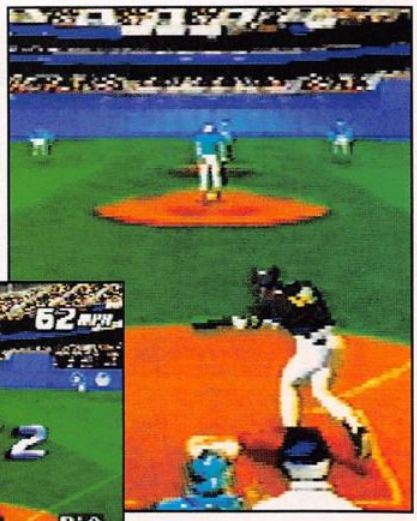
RARE'S HIGH GRAPHIC STANDARDS HAVE BEEN MADE FAMOUS BY KILLER INSTINCT AND DONKEY KONG COUNTRY AND IN THIS, THEIR FIRST SHOT AT A SPORTS SIM, THEY MAY EVEN HAVE RAISED THOSE STANDARDS.

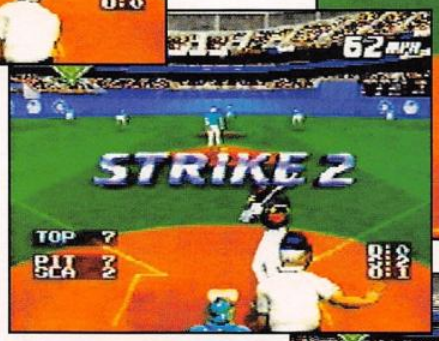


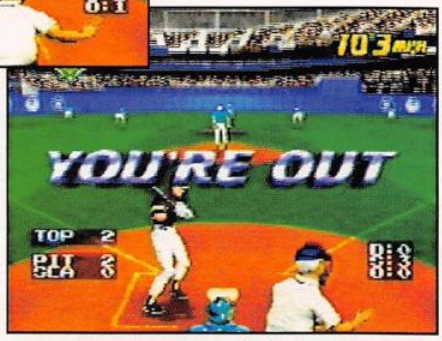
COVERING ALL THE BASES!

Baserunning is one of the most important aspects of baseball and requires a good sense of timing and knowledge of your opponent's field positions. If you watch real baseball, you'll know that just before the pitcher lets fly, the batters may try and steal a base. You can do this in the game by tapping X just as the pitcher starts his move. Don't do it too often though, as the computer will soon get wise to it and get its revenge!

OUT ON STRIKE AGAIN!



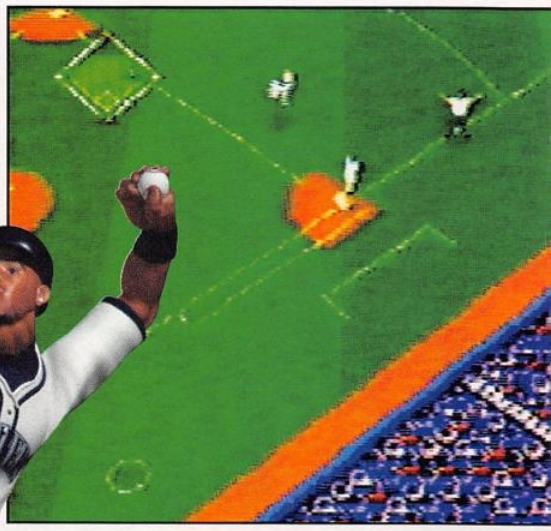




I DON'T GET OUT MUCH THESE DAYS!

MAKE YOUR PITCH!

When you're pitching, the controls are fairly similar to batting. Just hit B to throw the ball and use the D-Pad to determine whether you throw a fast ball, slider, knuckle ball or curve ball. Perhaps the best pitch of all is the change-up, a ball that starts off slowly but actually speeds up as it reaches the batter! Each pitcher is rated according to five categories – Throwing, Fielding, Velocity, Control and Stamina. This way you can tell when your pitcher is starting to feel the pace and you can take appropriate action. The control bar shows how consistent your pitcher is, and will tell you if you're likely to get the ball you want at the right time. This can be vitally important in a tight game. Fielding meters will show you how good the pitcher is at picking off those annoying base stealers and Velocity tells you if the pitcher has a special Super-fast ball or not. The player pitching also controls the fielders, but, unlike some baseball sims, the computer will help you out by highlighting the nearest fielder to stop or catch a big hit.



KNOW YOUR BALLS!

Do you know your screwballs from your sliders? How about knuckle balls and change-up's? Here's the NMS guide to making the batter's lot a miserable one in Winning Run:

SLIDER A deceptive pitch that looks like a Fastball, but as it reaches the plate it slides off in the other direction.

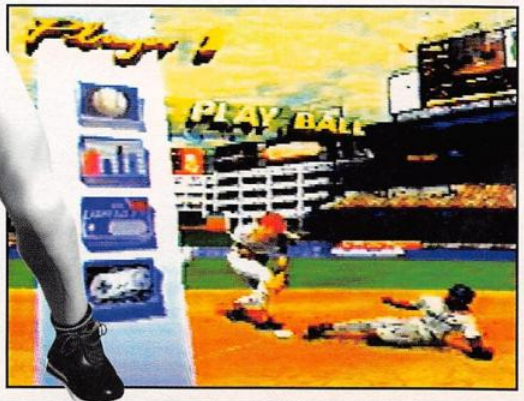
SUPER CHANGE-UP This is pitched slowly but with the same action as a Fastball so it makes batters swing far too early.

SUPER CURVE A pitch that swings sharply through the air, hopefully fooling the batter completely.

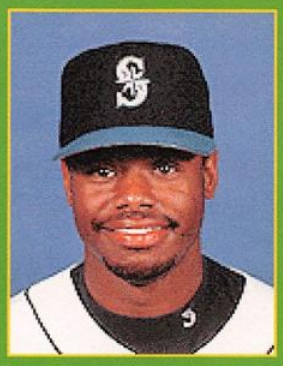
KNUCKLEBALL This is delivered with no spin and at slow speed. The ball wobbles through the air as it reaches the plate.

SCREWBALL This is delivered with the opposite spin to a curveball, bringing it in to the batter and dropping sharply as it reaches the plate.

SUPER FASTBALL A straight delivery that crosses the plate at over 100 miles per hour.



KEN'S CASE NOTES



TEAM	Seattle Mariners
POSITION	Outfielder
AGE	26
BATS	Left handed
THROWS	Left handed
HEIGHT	6'3"
WEIGHT	205lbs
AWARDS	6 years in Major League
	League's Player of the Year 1986/87
	6 Consecutive Golden Glove Awards

A WINNING RUN

From what we've seen, Ken Griffey Jr's Winning Run is the definitive baseball game, with all the teams from the American and National leagues included. You can also play a two player game or go to the tournament option which allows up to eight players to enter. Obviously, only two players can play at once.

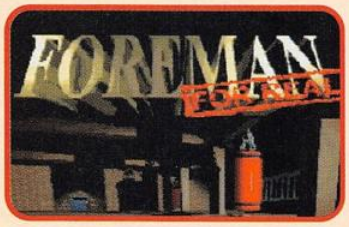
When you pick your team, you'll get a mitt-full of information, including players stats, team records and detailed breakdowns of each player's performance over the season. Unfortunately, the players' real names were not allowed in the game and you'll have to put up with the ridiculous names that the programmers thought up.

If you've ever played a baseball game before, you'll know that they can get a bit tedious after you've learnt to time the hits and pitch that perfect knuckle ball. So the people at Rare have included lots of slight gameplay changes that make the game a constant challenge even for an experienced pro.

All in all, this game looks absolutely amazing, even if you're not a baseball fan, so keep an eye out for it coming to a mound near you soon!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC
- **BY:** Acclaim
- **RELEASE:** Out Now
- **GAME TYPE:** Sport Sim

GAME FEATURES
- **PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite
- **OPTIONS:** Difficulty Levels, Characters

GAME INFO
- **GAME ORIGIN:** Based on the noble art of fisticuffs
- **GAME DIFFICULTY:** Hard
- **FIRST DAY SCORE:** Beat Foreman on Amateur Level
- **ALTERNATIVES:** Super Punchout, TKO Boxing

GAME CONTROL
- **RESPONSIVENESS:** Below Average

(A) Right Hand

(B) Nothing

(X) Nothing

(Y) Left Hand

(L/R) Clinch

(S) Start: Start/Pause, Select: Nothing

GAME CREDITS
- **DEVELOPED BY:** Software Creations
- **DISTRIBUTED BY:** TBA
- **MADE IN:** USA

There's been a load of boxing sims in the past, trying to recreate the drama and excitement of the squared circle. From Legends of the Ring to the classic Super Punch Out, the noble art of boxing has always had great videogame potential. Sadly, none have ever really managed to capture the violence and realism of the ring. Could this all change with the arrival of Foreman for Real? Or is the big fella ripe for retirement?

CAPTURING THE MOTION

Foreman for Real is probably the most realistic looking boxing sim around. All the fighters have been digitally remastered using Acclaim's motion capture technique. And big George himself looks fitter than he has for quite a few years! The fighters are shown in extreme detail – every muscle highlighted and their facial expressions change when punched. Sorry to say though the background to the ring is ropey (if you'll pardon the pun!) to say the least. However, there are a few nice touches before the fighting starts. You and your opponent are advertised outside the arena, and whether you win or lose you get on the front page of 'Ring News' with a photo of your last dust-up thrown in for good measure.

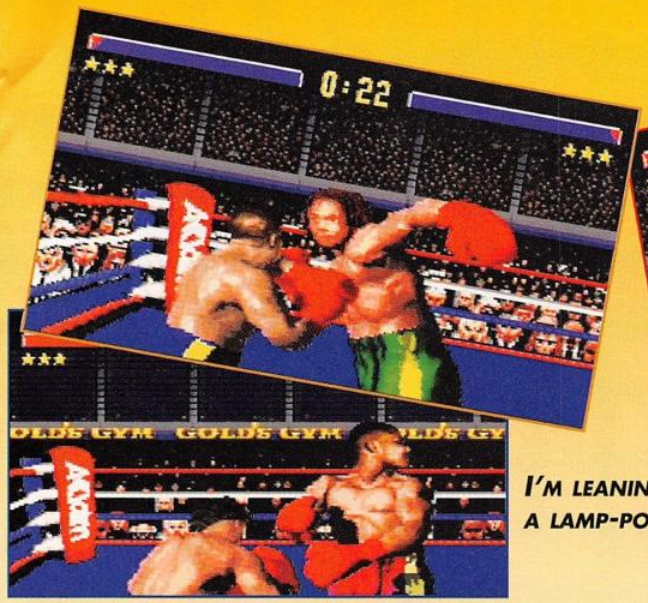
THE ONLY WAY IS UP!

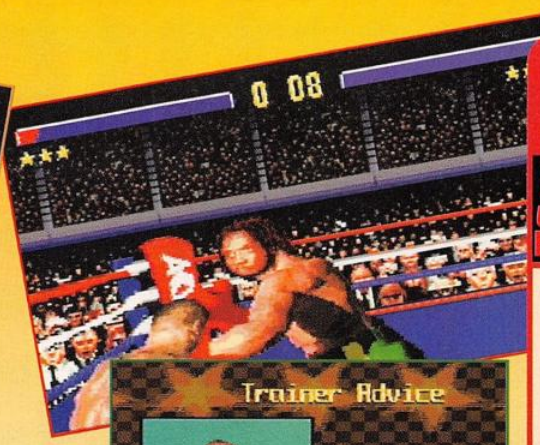
There are three modes of play to choose from. Exhibition mode is a one off fight between you and your opponent, with the computer asking you for a rematch after the fight. Tournament Mode automatically picks a selection of boxers to appear in a specially organised tournament, with George always getting to the final. Career mode lets you pick a fighter and starts you off at the very bottom of the ratings, fighting in seedy casinos for small purses. But the more fights you win, the further you go up the rankings with a chance of a shot at the title, which is invariably held by Mr Foreman himself.

RING NEWS

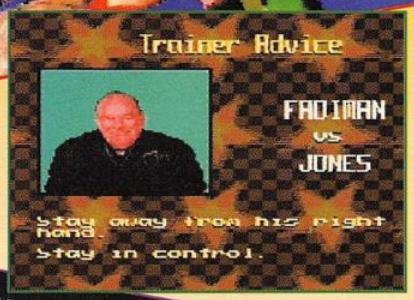
ROBINSON ADVANCES IN RUMBLE

FOREMAN FOR REAL



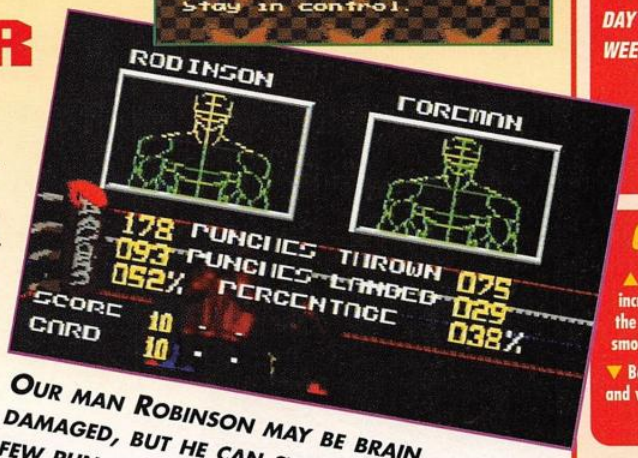


I'M LEANING ON A LAMP-POST...



FOREMAN OR AGAINST?

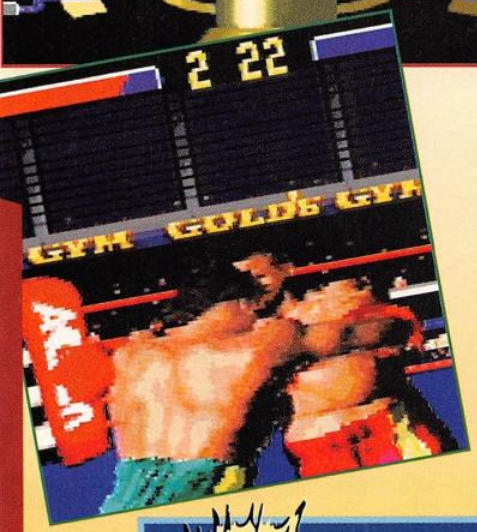
Sadly there's not much in the way of special moves. You can jab, hook, uppercut and hold on like all boxers, and when your rival's defence starts to slip, you can land a big haymaker to put their lights out. In Career Mode, the most important aspect of your skills is a sound defence so try to work on that and your punching speed at first. As you become more experienced, you'll be able to time your big punches better and soak up the punishment dished out to you.

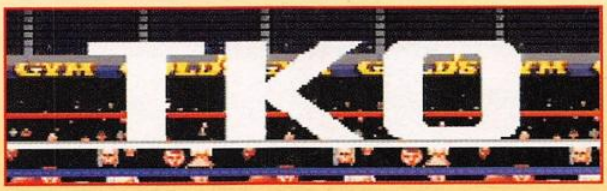


OUR MAN ROBINSON MAY BE BRAIN DAMAGED, BUT HE CAN STILL LAND A FEW PUNCHES.

PICK YOUR PUNCHES

When you pick a fighter, don't forget to look at his individual skills and use them to your advantage. There are many different types of fighter in the game, ranging from speed merchants who use fast hands and leg speed to stay out of trouble, to brawlers who like to get in close and use every trick in the book to upset your rhythm. Pugs are real hard nuts, soaking up tremendous punishment and still coming back for more. Counter punchers are superb defensive fighters who block and slip punches then quickly land plenty of their own.





A TECHNICAL KNOCK-OUT - YOU LOSE AGAIN!

COMMENT

This game just goes to show that appearances aren't everything! The boxers look fantastic and the sound effects are some of the best around at the moment. But the all important gameplay just isn't there. There's not enough variety in the punches to make the game challenging and the response is pretty sluggish to say the least. To be perfectly honest, the game is far too slow to be enjoyable and the lack of options doesn't help either. Maybe it's time for the Reverend Foreman to stick to preaching and give someone else a go.

ALAN

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	
ACTION	■	■		
CHALLENGE	■	■	■	
REFLEXES	■	■	■	■
ORIGINALITY	■	■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	
DAY	■	■	■	
WEEK	■	■		
MONTH	■			
YEAR	■			

GRAPHICS — 89

▲ Sprites are big and incredibly detailed, and the animation's really smooth.

▼ Backgrounds are jerky and very vague.

SOUND — 93

▲ Excellent! The music is cool and combined with the ace sounding special effects, Foreman for Real is a sonic treat!

PLAYABILITY — 70

▼ Surprisingly, the game is really sluggish and the control response is very slow (just like big George?!)

LASTABILITY — 64

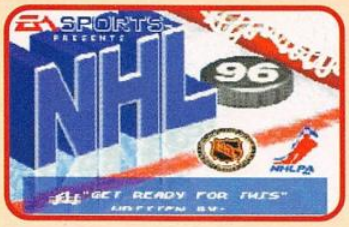
▼ Three 3 minute rounds long enough for you?

OVERALL — 78

Foreman for Real looks fantastic; it's just a shame they forgot about gameplay! The best sound and graphics in the world don't compensate for lack of playability. I'd retire now George!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC
- **BY:** Electronic Arts
- **RELEASE:** Out Now
- **GAME TYPE:** Sports Sim

GAME FEATURES
- **PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Infinite
- **OPTIONS:** Loads!

GAME INFO
- **GAME ORIGIN:** Follow up to last year's smash NHL '95
- **GAME DIFFICULTY:** Medium
- **FIRST DAY SCORE:** Play-offs in Season Mode
- **ALTERNATIVES:** Wayne Gretzky NHLPA All Stars

GAME CONTROL
- **RESPONSIVENESS:** Excellent

(A) Shoot

(B) Pass

(X) Drop Pass

(Y) Tackle

(L/R) L: Quick Stop
R: Spin-o-rama

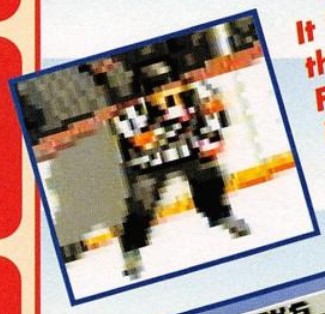
(S) Start: Start/Pause
Select: Nothing

GAME CREDITS
- **DEVELOPED BY:** Tibouron Entertainment/EA Sports
- **DISTRIBUTED BY:** TBA
- **MADE IN:** USA

NHL 96

OFFICIAL LICENSED PRODUCT · PRODUIT LICENCIÉ OFFICIEL · NHL

It looks like those sporty types at EA are going through the alphabet in their quest to bring sport to the SNES. First NBA, then NFL, FIFA and now NHL '96, the latest ice hockey simulation that could have Wayne Gretzky shaking in his skates! So what's all the fuss about then?

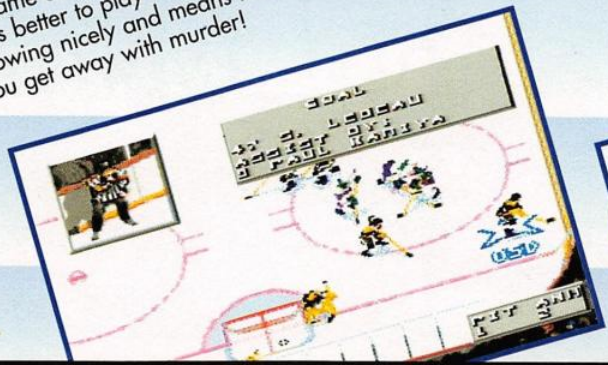


CHOOSE YOUR DESTINY!

As with all the EA sports sims there's an absolute sports bag of options and a meticulous attention to detail. For a start they've improved the overall gameplay, making this year's NHL version smoother and much faster than before. As well as the options of playing Exhibition Matches, you can also play a full season with any one of the NHL teams.

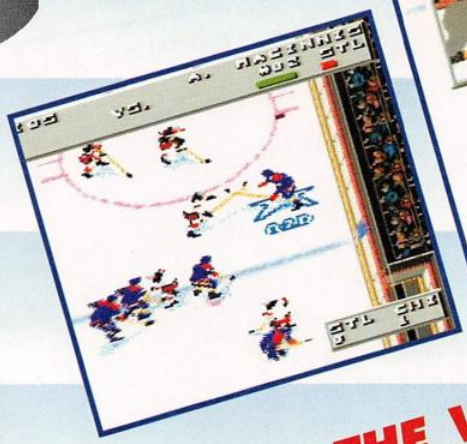
FIGHT!

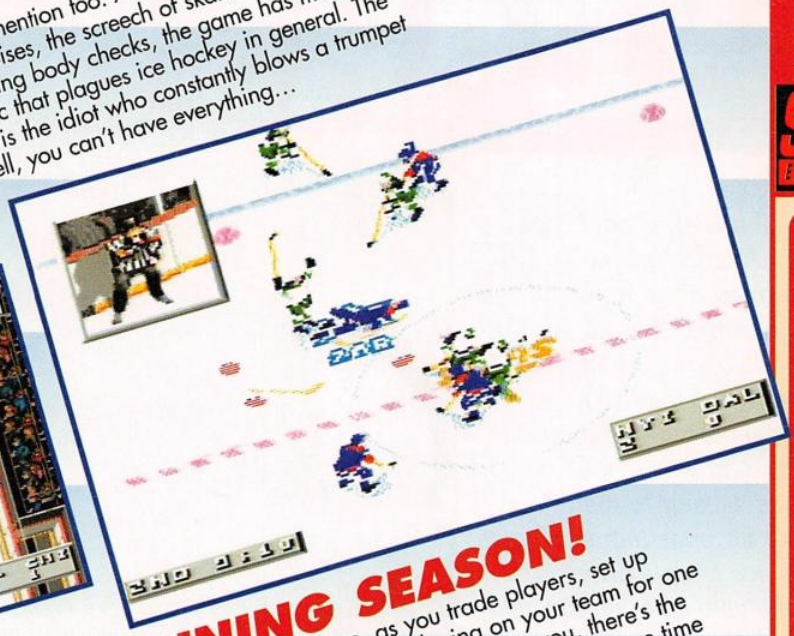
The players have acquired some new skills in this latest version too. You can now lie down in the 'D' to block a shot on goal, perform classy moves like the quick stop or the impressive spin-o-rama and, if you're feeling particularly vindictive, clatter into your opponent with a serious body check! And as sometimes tempers flare in the real game, watch with glee as two opposing players proceed to beat the puck out of each other! When the rumble happens, you can control your offending player. Just press Y, B or A for them to drop their sticks and start fighting. You call the shots as far as the umpire's concerned as well, you can play by the real rules of the game and keep the penalties in, or leave them off. Actually, it's better to play with no penalties as this keeps the game flowing nicely and means there are fewer face-off's, and you get away with murder!



ORGAN GRINDER!

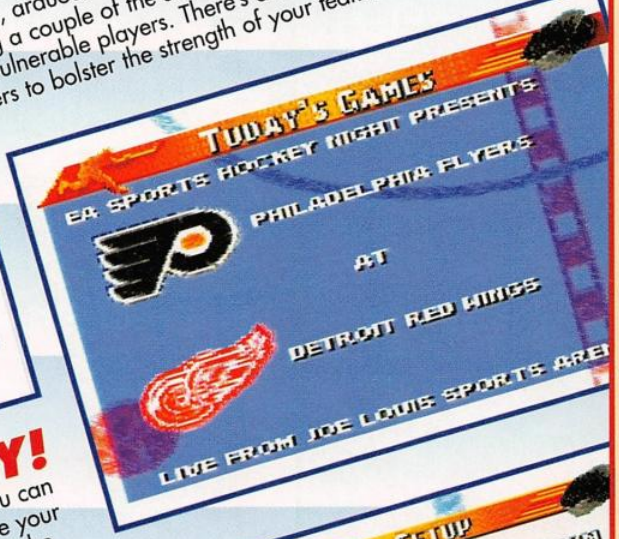
The sound is definitely worth a mention too. As well as all the realistic ice hockey noises, the screech of skates on ice and the dull thud of crunching body checks, the game has managed to copy that awful organ music that plagues ice hockey in general. The only thing they've missed out is the idiot who constantly blows a trumpet throughout the match. Ah well, you can't have everything...





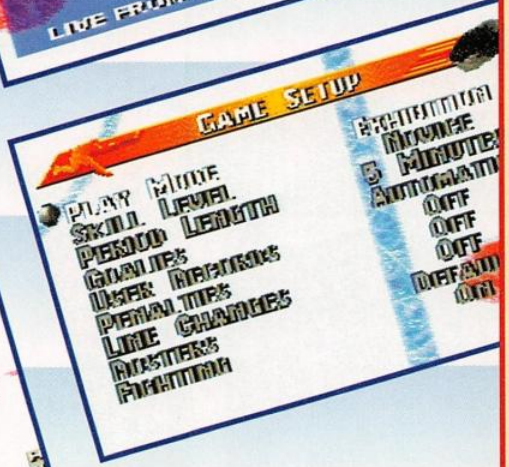
THE WINNING SEASON!

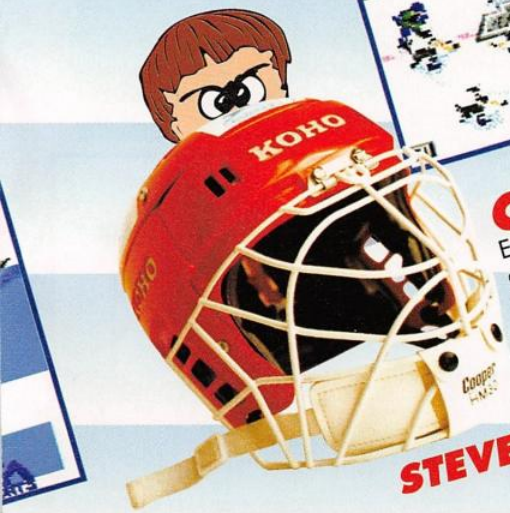
NHL '96 includes all the off-ice stuff too, as you trade players, set up team rosters and even have visiting players playing on your team for one match! If the long, arduous season is a bit too much for you, there's the option of playing a couple of the season's more vital games to save time and injuries to vulnerable players. There's also the option of creating your own players to bolster the strength of your team.



E-SKATE TO VICTORY!

It's a good idea to start off in Practice Mode first. You can develop quick passing plays with the team and hone your shooting skills to perfection before taking on the best the NHL has to offer in the Season Games. EA have certainly added plenty of nice touches to the game, with the winners of the Stanley Cup even getting the red carpet treatment on the ice for all their blood, sweat and tears.





COMMENT

EA always seem to do a damn fine job in developing sports games for the SNES and this one's got to be the best of the lot. It really is the most realistic looking ice hockey sim around at the moment, and plays at exactly the same pace as the real thing! As usual there's the full range of teams to choose from and you can pretty much design your own team as well. From the fighting to the special moves, NHL '96 is an absolutely essential purchase for anyone who likes sports games, let alone ice hockey. Brilliant!

STEVE

NHLPA

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ Cool! Well detailed sprites that move really well, even when the game's at top speed.

91

SOUND

▲ All the right grunts and groans echo around the rinks and there's that awful organ music played when a team scores. Very authentic!

90

PLAYABILITY

▲ Even if you're not an ice hockey fan, this gets very addictive. Nice touches like the music and fighting add extra depth while the movement's realistic and the gameplay's fluid.

94

LASTABILITY

▲ With various modes of play and almost unlimited options with two players, this should last well over the four quarters.

92

OVERALL

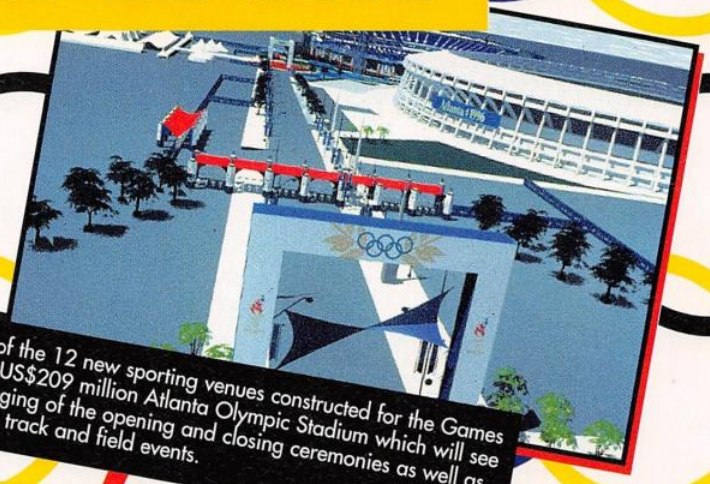
NHL '96 is well up to the excellent standard of EA's other sports titles. It's well thought out, comprehensive and a great laugh to play. As far as ice hockey games go, the puck well and truly stops here!

94

100 YEARS OF SPORT

On Friday 19th July 10,700 athletes from 197 countries will converge on Atlanta in the USA to take part in the 26th Olympiad, thus marking the centennial of the modern Olympic Games. By the time the closing ceremony takes place on 4th August the world will have witnessed the presentation of 1,933 medals for 271 events in 26 sports covering 37 disciplines.

From archery to athletics, boxing to mountain bike racing, the opportunity for sporting excellence is huge. This time round more female athletes than ever before will get the chance to go for gold too as 3,700 sportswomen take part in the Games. In fact, the 1996 Games will see the first outing of the women's softball and soccer events.



One of the 12 new sporting venues constructed for the Games is the US$209 million Atlanta Olympic Stadium which will see the staging of the opening and closing ceremonies as well as the top track and field events.

OLD FLAME

The Olympic flame has now nearly completed its journey from the site of the first Games (in Olympia, Greece back in 776BC) to the new Olympic Stadium in Atlanta. Most people assume that it's the torch that's carried across the globe but it's actually the flame itself that's passed from torch to torch representing the symbolic passage of spirit, knowledge and life from generation to generation. Apparently! There are always several torches lit from the same flame just in case there's an accident or a freak rainstorm along the way. Just as well really as back in May one of the torch bearers fell off his bike and put out the flame! Oops!

TIMES TEN

The world's strongest and fittest sportsmen will attend of course but that doesn't mean that those less able-bodied need miss out. The 10th Paralympic Games (the first was held in Rome in 1960) will take place in Atlanta from 16th to 25th August. Although the Paralympics will be about a third of the size of the Olympic Games, over 100 nations will take part in 17 sports, 14 of which are full Olympic events.

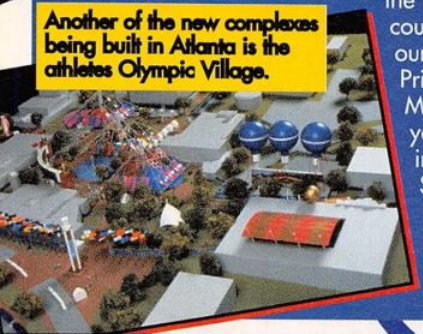
Izzy is the official children's character for the games.

DON'T BE A DOPE!

Things have changed a bit in the world of sport since 776BC. Nowadays the desire to win has overtaken all thoughts of 'just taking part' and sadly some athletes just can't help but indulge in somewhat underhand methods of enhancing their performance. A strict regime of random drugs testing will be in place throughout the Olympic Games so it's hoped that anyone who picks up a medal there will do so fairly but many have been caught out in the past. Ben Johnson, the Canadian sprinter disqualified from the Los Angeles Games, is probably one of the better known athletic cheats but our own Samantha Riley, world record holder in the 100m breast stroke, was caught out earlier this year. Samantha later received only a stern warning from the authorities but it certainly stood as a lesson to all Australian sportsmen.

DOWN IN THE VILLAGE

Although accommodation and facilities are provided for all the trainers and coaches within the Olympic Village, their jobs are nearly done by the time they arrive in the States. An athlete's training and mental preparation are the most important parts of their gruelling schedules and so the real future of sporting achievement has to lie with dedicated bodies like the Australian Institute of Sport where all the best facilities, coaches and medical specialists are on hand to take aspiring champions right to the top. It seems that other countries are following our lead too as the UK Prime Minister John Major announced last year that he intends to introduce a similar Sporting Institute for British sportsmen. They'll still not be able to beat us at Rugby though!



Another of the new complexes being built in Atlanta is the athletes Olympic Village.

If you're going to be one of the expected 2 million visitors to Atlanta or the 35 billion people who'll watch the Games on TV this month then enjoy! If you're not then you can always wait until the next Winter Olympics in Nagano, Japan in 1998 or even our own Olympic extravaganza in Sydney in the year 2000.

In its first 15 years of existence, the Australian Institute of Sport has, through its innovative scholarship and training programmes, produced many champions and medal winners in a huge range of sports.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

OLYMPIC SUMMER GAMES

CART SPEC
- **BY:** THQ
- **RELEASE:** Out now
- **GAME TYPE:** Sports Sim

GAME FEATURES
- **PLAYERS:** 1-8
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite
- **OPTIONS:** Skill levels, Customise game

GAME INFO
- **GAME ORIGIN:** Mmmm... tricky one, this.
- **GAME DIFFICULTY:** Variable
- **FIRST DAY SCORE:** Managed three Golds on medium level
- **ALTERNATIVES:** Track and Field (NES)

GAME CONTROL
- **RESPONSIVENESS:** Excellent

(A) Run/Jump/Throw/Fire

(B) Run/Pull

(X) Nothing

(Y) Nothing

(L/R) Nothing

(S) Start: Start/Pause
Select: Pass

GAME CREDITS
- **DEVELOPED BY:** Black Pearl
- **DISTRIBUTED BY:** TBA
- **MADE IN:** USA

SUMMER HUH?!

Alongside the Atlanta Olympics, THQ have finally put the finishing touches to Olympic Summer Games, surprisingly the first athletics sim since Konami's Track and Field on the old NES. So has the SNES version got what it takes to be a true Olympian? Or are we looking at the gaming equivalent of Ben Johnson? We got kitted out in our old school sports kits and went to find out...

THE GAMES

Well, there's no doubt about it, the Olympics is the greatest sporting event in the world. Where else do you get the world's top track and field athletes rubbing shoulders with Greco Roman wrestlers, synchronised swimmers, bowlers, sumos and everything else they cram into the games these days! And this sim has a fair stab at including all the main features. There are ten events in which you can compete – eight from the world of track and field with archery and skeet shooting banged in for good measure.

OUT ON THE TRACK

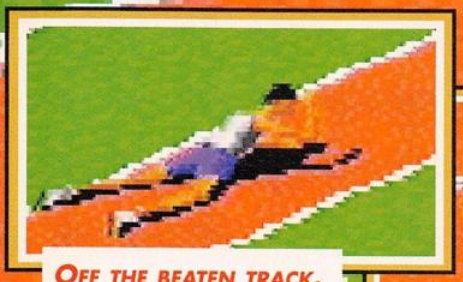
Right, it's time to slip into Linford's lunchbox and get those heaving thighs moving for the 100m! This is probably the easiest event of the lot, as all it requires is some serious finger speed on the A and B buttons. On the easier levels it's pretty simple to grab a gold medal without blistering your fingers, but to challenge the world record is difficult, almost impossible unless you have really fast hands. The 110m hurdles is essentially the same, except you press Up as the athlete comes to the obstacle. Beware though, pressing UP between a stride will cause some seriously bruised shins for the rest of the race!

NO WAY!

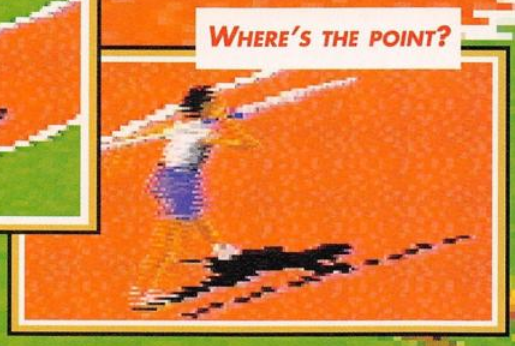
HAVE A NICE TRIP!

JUMPING JEHOSEPHAT!

There are four different types of jumping event to compete in. Long Jump sees you scuttling down the track as fast as your spritely legs can go, then it's one almighty leap into the sand. The Triple Jump involves hopping, stepping then jumping into the pit, unless you get the controls wrong and end up face first in the dirt like Steve. The Pole Vault looks like the most dangerous event in the game, and sees you hurtling across the screen armed with a bloody great stick to try and clear a bar which is suspended somewhere in the clouds. The High Jump is more about timing than sheer hand speed, relying on you pressing Jump and Up on the D-Pad at just the right time to clear the bar. You could walk away with either a medal or a set of sore thighs.



OFF THE BEATEN TRACK.



WHERE'S THE POINT?

CHOOSE YOUR WEAPON

Though it may seem strange to include archery and skeet shooting in a mainly track and field game, these events are probably the most enjoyable to compete in. Archery can prove very tricky indeed, as when you pull the arrow back your strained arms start to shake, so you have to be pretty damn precise to get a good score. In Skeet Shooting, you get to wear an attractive cloth cap and those smart 'sports casual' trousers that grandads hold in such high regard. The aim is to blow apart the clay shots which fly across the screen in any direction. Hard at first, but not too bad once you get the hang of it.

THE VIEW FROM THE GRANDSTAND

In the SNES version most of the views are isometric, like FIFA '96. This works both for and against you. It looks impressive, and also makes events like the High Jump easier to judge, but it can be difficult to judge your position in a track event, especially the 100m. The principle effect of this is to have Will and Alan arguing about why they couldn't beat anyone else. (I was pushed - Will)

Every world and Olympic record is on display for each event so you can see how close, or indeed how far you are from getting your name written down in the history books. The computer always tells you when a record has been broken and also keeps count of the medals you win throughout the games.

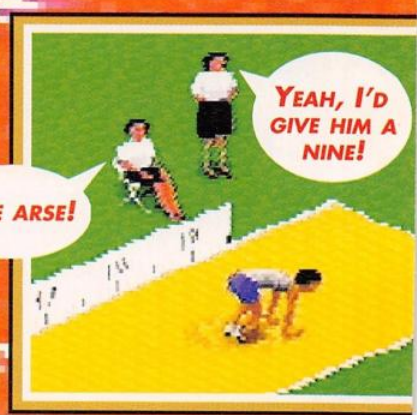
COMMENT

LOU

At first I thought this was a really ace game. It's very playable and gets more addictive every time you turn the SNES on. The sprites are animated really well and I like the way you can customise a game to suit you. Then I realised it – where are all the women competitors!? Not one solitary female is competing in the games and the only women who are involved are those blushing beauties who give out the medals and flowers afterwards! Top marks for gameplay, but a thumbs down for equal rights!

NOT THOSE TWO AGAIN!

WHAT'LL THEY SAY THIS TIME?



NICE ARSE!

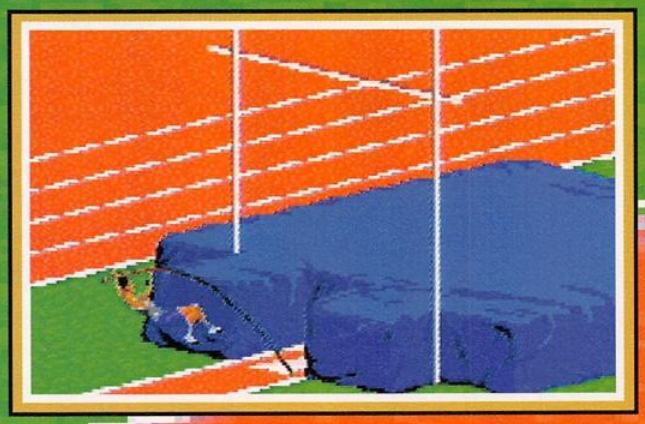
YEAH, I'D GIVE HIM A NINE!

So, do you have what it takes to become an Olympian, or have you all the athletic prowess of a three-toed sloth? Here's the NMS guide to all the events in Olympic Summer Games!

100 Metres

Olympic Record C Lewis - 9.92s
World Record L Burrell - 9.85s

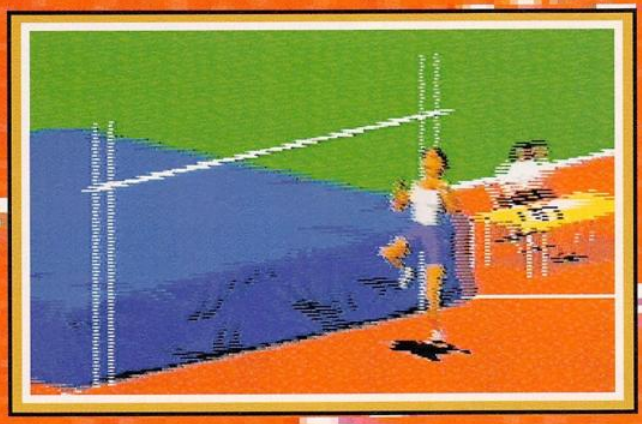
Dead easy, this one. Just bash A and B as hard and fast as you can to win the race.



Pole Vault

Olympic Record S Bubka - 5.90m
World Record S Bubka - 6.14m

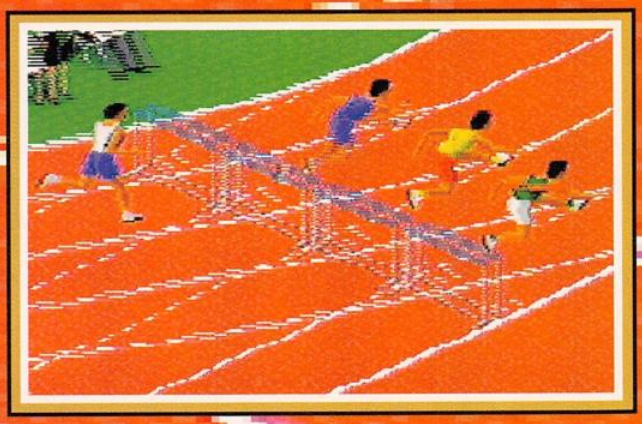
Press A and B to start your run up, and as you come to the bar press Down and then Up to get airborne!



High Jump

Olympic record G Avdeyenko - 2.38m
World record J Sotomayor - 2.45m

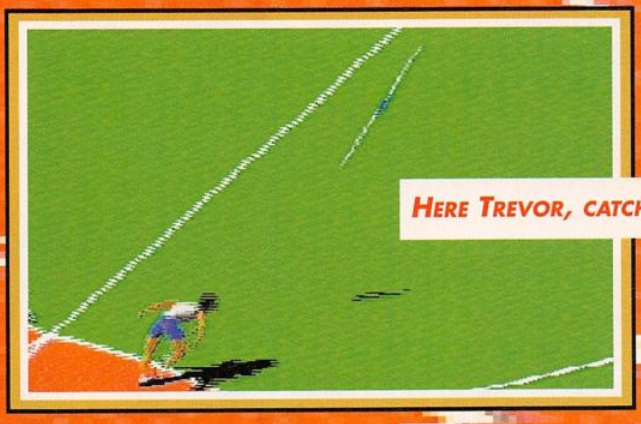
In this event, start your run slowly and gradually pick up speed as you come to the bar. Just as you pass the right pole, press Up and A to jump.



110m Hurdles

Olympic Record
R Kingdom - 12.98s
World Record
C Jackson - 12.91s

Essentially the same as the 100m, exept when you come to a hurdle press Up on the D-Pad. But if you hit a hurdle, it slows you up and can put you right out of the medals!



Javelin

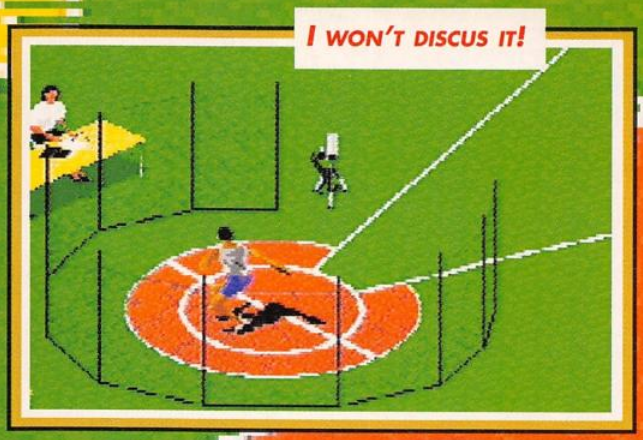
Olympic Record J Zelezny - 89.66m
World Record J Zelezny - 95.66m

Start the run by pressing B, then press A as you come to the line to launch the javelin. Remember to press Up on the D-Pad as well to gain extra height.

Triple Jump

Olympic Record M Conley - 17.63m
World Record J Edwards - 18.29m

Not as tricky as you might think. As you come to the line, press Up and as you land press Up two more times for the step and the final leap.



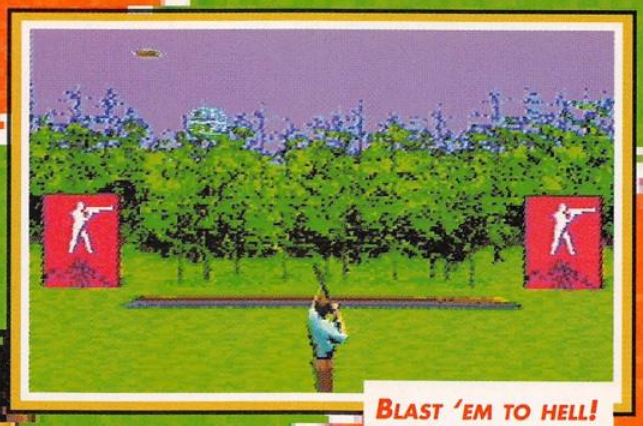
I WON'T DISCUS IT!

Discus

Olympic Record
J Schult - 68.82m
World Record
J Schult - 74.08m
The ancient art of frisbee is performed by pressing A and B quickly to start the spin, then push Up and Right on the D-pad to release.

Skeet Shooting

Olympic Record
S Zhang - 200 points
World Record
S Zhang - 200 points
Easy to learn, but really difficult to master. Press B to let the clay pigeon fly, follow it by using the D-Pad and press A to fire. It's tougher than it looks!



BLAST 'EM TO HELL!

Archery

Olympic Record
J Barrs - 338 points
World Record
J Barrs - 338 points
When you aim your bow, press B to pull the arrow back, then hit the A button to release it. Watch out though, you'll soon get the shakes if you hold it too long!

I'M ALL A-QUIVER

Long Jump

Olympic record
R Beamon - 8.90m
World Record
M Powell - 8.95m
Start your run by pressing A and B. Then as you come to the jumping line press Up. Don't press it too early though, or you won't break the school record, never mind the Olympics!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ At the first glance the graphics look really basic, but look again and you'll see a lot of nice touches, such as shadows on the track, puffs of sand and other details. Animation's really good too.

83

SOUND

▲ The soundtrack is pretty well done, if a little repetitive.

▼ Not much in the way of sound effects though.

83

PLAYABILITY

▲ Excellent! The gameplay in every event is really well thought out, the controls are easy to get to grips with and everything's nicely animated.

92

LASTABILITY

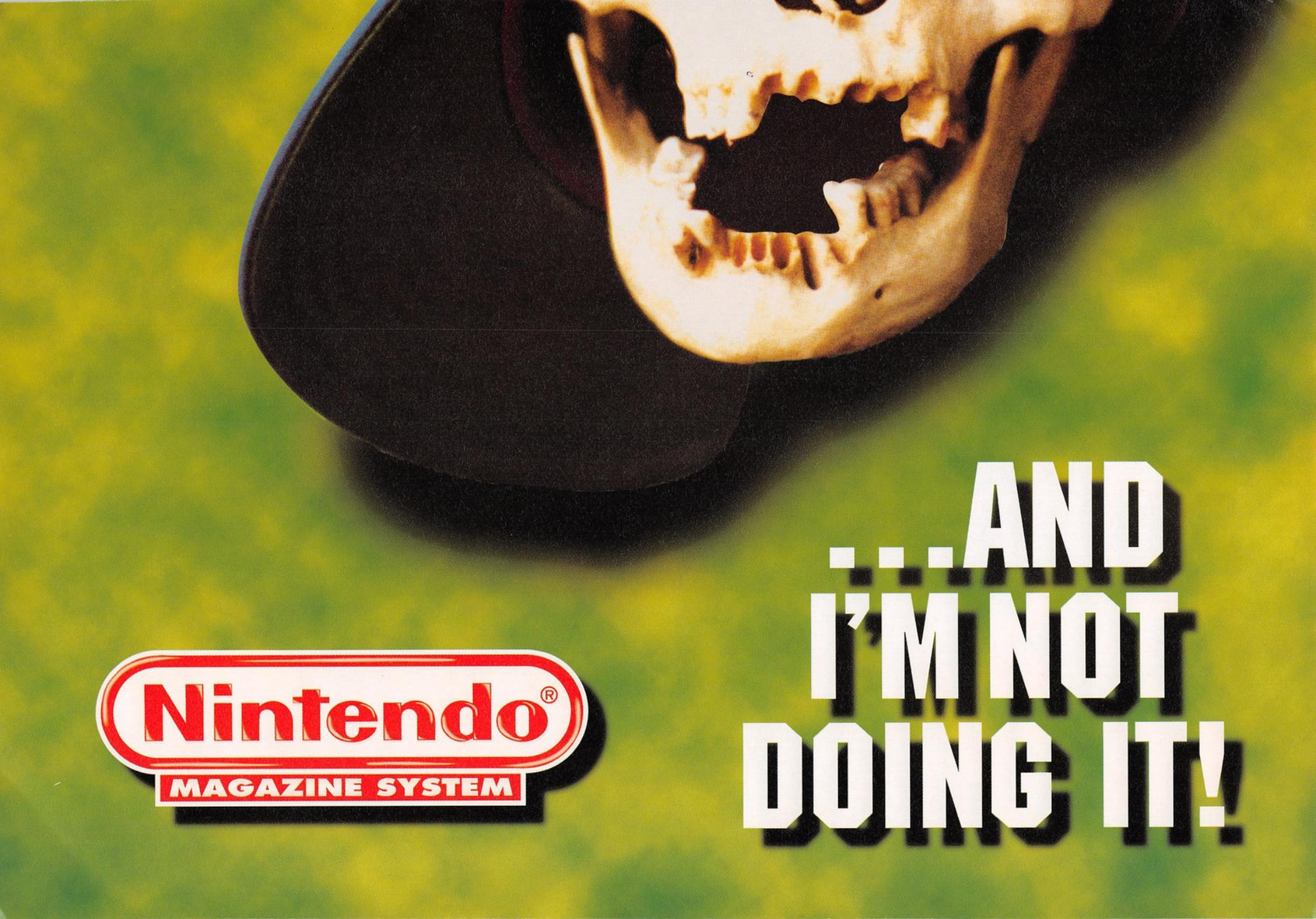
▲ You'll have to practice for a few seasons before you're ready to challenge those Olympic records!

89

OVERALL

An extremely playable game which gets better the more you play it. Not much in the way of backgrounds and details could have been a bit better, but as far as playability goes you won't find a more responsive sports game.

90


Nintendo®
MAGAZINE SYSTEM
...AND
I'M NOT
DOING IT!

Nintendo
MAGAZINE SYSTEM
ANGELS
RANGERS
ATHLETICS
405

KEN GRIFFEY JR's
Winning Run

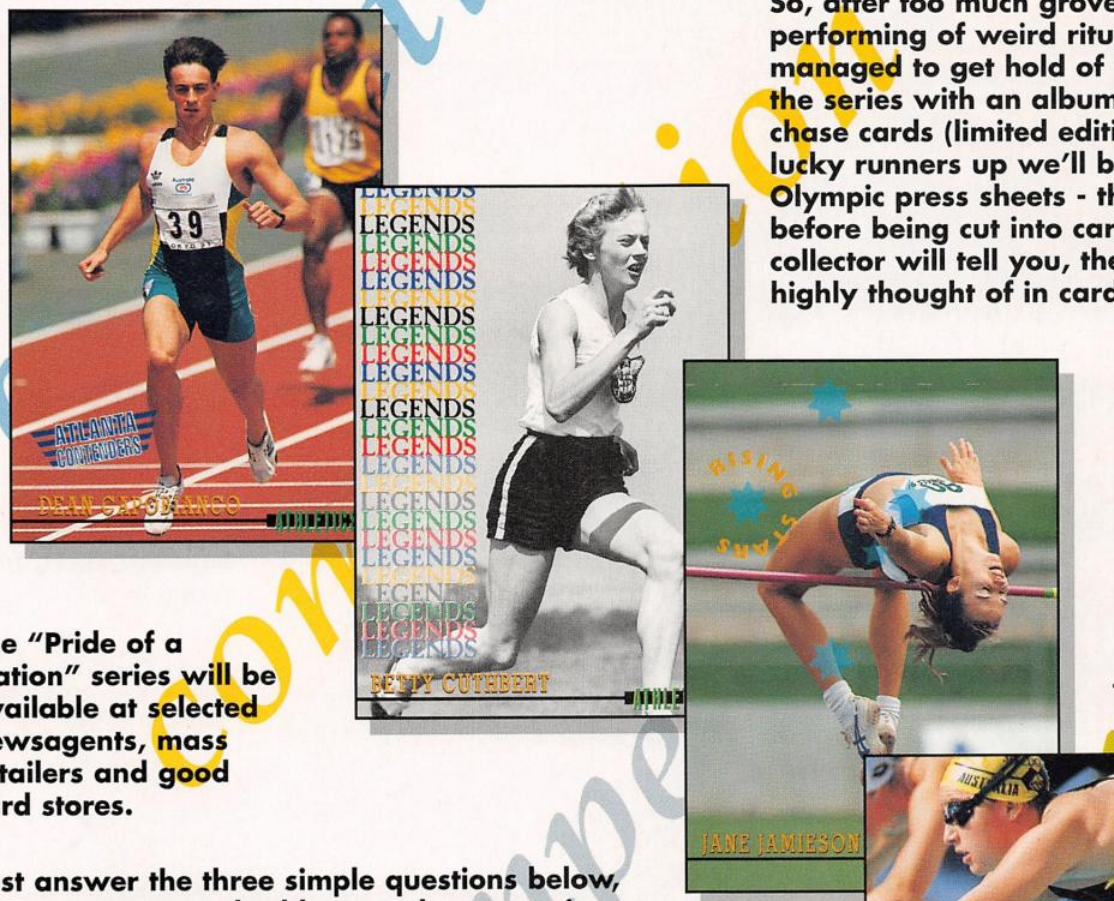
SPORT SUX!

Calling all card collectors!

It's competition time again! As our top athletes do us proud over in Atlanta, Intrepid International are celebrating these landmark games by bringing out the special "Pride of the Nation" Olympic Trading Card Series! As the production of the series began early this year, before the final Olympic squad was selected, the series features Intrepid's predictions for representatives and medal winners!

INTREPID™

So, after too much grovelling and the performing of weird rituals, we've managed to get hold of a complete set of the series with an album with ALL the chase cards (limited edition), and for the lucky runners up we'll be giving away six Olympic press sheets - the complete set before being cut into cards. As any card collector will tell you, these sets are very highly thought of in card collecting circles.



PRIDE OF THE NATION

AUSTRALIAN OLYMPIC TRADING CARD SERIES

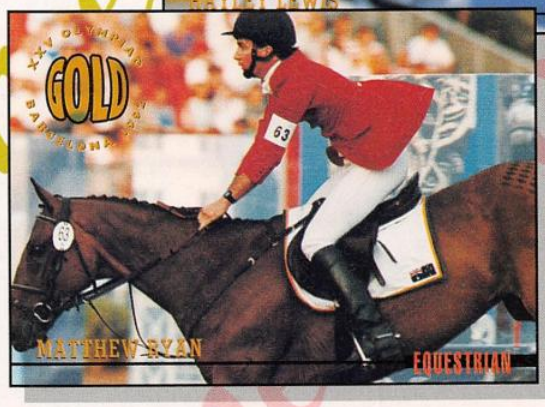
The "Pride of a Nation" series will be available at selected newsagents, mass retailers and good card stores.

Just answer the three simple questions below, get your name and address and answers in an envelope, and mail it as fast as you like to:

Intrepid Olympic Cards Competition
NMS Magazine
PO Box 14225,
Melbourne
Victoria 8001

1. **Where are the Olympic Games to be held in the year 2000?**
2. **Which Canadian sprinter was banned from athletics for taking drugs at the Seoul Olympics in 1988?**
3. **Exactly how many sportswomen will be taking part in the Olympics in Atlanta?**

The contest ends on 26th July so make sure you act fast.



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Nintendo® MAGAZINE SYSTEM

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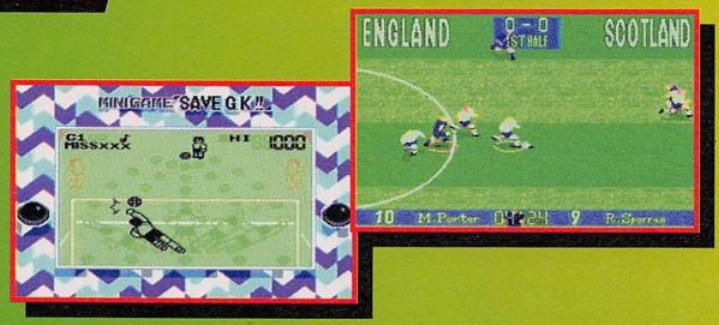
Promoted by Catalyst Publishing, Level 128, Rialto 525 Collins Street, Melbourne, Vic 3000. Entry is open to residents of Australia & New Zealand with the exception of officers or employees (including immediate families) of the promoter, its advertising, sales promotion agency and printers. Entries close by the end of the working day Friday 26th July. The winning names will be printed in a future issue of Nintendo Magazine System. Prizes are not transferable nor are they redeemable in cash. The judges decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is a game of skill, not chance, and, as such all entries will be judged on merit.

Competition

90 minutes EUROPEAN PRIME GOAL

Well we couldn't do a sports issue without including at least one soccer game. 90 Minutes European Prime Goal is the latest sporty offering from Ocean, featuring all the top European teams slugging it out for the championship. Sound familiar? Well it is!



PITCH BATTLES

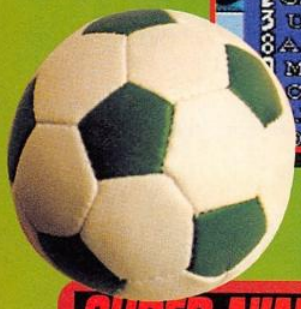
As with any sports game worth its salt, 90 Minutes has plenty of game play options, ranging from normal one player and two player friendlies, to the league championship where you must play a marathon 26 matches in an attempt to lift the title. There's also a knock-out tournament where up to six budding superstars have the chance to lift the Cup!

BITE HIS LEGS!

The overall gameplay is probably the fastest of its kind. It's quite surprising just how quickly you can turn defence into attack with just two or three quick passes up the field. To help you get your players in the right position, an X will mark the spot where the ball's going to drop. Whenever a tackle needs to be made to win the ball, the screen changes to a close up of the two players involved, with the defender having to anticipate which way the other player will go. If he gets it right, he wins the ball, if not, he's left standing like a bollard!

TEAM SELECTION

If you want to play with the cream of Europe's soccer players, the All Star option lets you select the very best players from two groups with seven teams in each group. This option is good for beginners as you're only controlling the best players and don't have to worry about them making as many mistakes as their um, less gifted team mates.



SUPER NINTENDO ENTERTAINMENT SYSTEM REVIEW

RATINGS

- **BY:** Ocean
- **RELEASE** Out Now
- **GAME TYPE:** Soccer Sim

GRAPHICS — 81

◆ Not much in the way of backgrounds, but the sprites are pretty detailed and everything moves quickly and smoothly.

SOUND — 78

◆ Good FX noises like crowd songs and the sounds of tackling.
◆ Let down by crap music and dodgy voice-overs.

PLAYABILITY — 88

◆ Good, fast paced gameplay and easy controls make this game easier to master than some of it's counterparts.

LASTABILITY — 72

◆ Plenty of tournaments to play in but the lack of options doesn't put the game up there with the likes of FIFA '96 and ISS Deluxe.

OVERALL — 82

◆ A good all round game that's ideal for players who don't take their soccer too seriously. Definitely well worth a look!

COMMENT

ALAN

We soccer fans had to wait ages before a decent sim came out. Now there are quite a few so we can pick and choose our favourites, but I have to say that this isn't one of mine. I don't feel comfortable with the way the gameplay's broken up when two players are going for the ball. It'd be much better if the programmers had just let the game flow naturally. I'm afraid that I like the sheer detail and better graphics of ISS Deluxe and FIFA, but that's not to say this is a bad game, far from it. The action's fast and furious and the speed in which you can turn desperate defence into attack is very impressive. But, for a soccer sim to work these days, being good fun to play just isn't enough. It has to be realistic and offer something different from the rest – and this just doesn't cut it!

SWAP & SELL

A Free Nintendo MAGAZINE SYSTEM Reader Service!

We've only been running our Swap & Sell service for three months now but we've already had a simply staggering response!

Each month we print two whole pages jam-packed with games for you to buy or swap. But in case you were wondering just how effective all these free entries are – we've already had letters and email from grateful readers thanking us for helping them in their quest for gaming heaven.

So if you don't want to miss out on all this you'd better grab a pen and fill in the form below.

We print all of the address and phone number details that you put on the form so check with someone that it's OK to include them all. You better also check with 'em before you start ringing across the country too! Try to write neatly and only include Nintendo related stuff.

Every legible entry you send us will be published eventually so please be patient – this is VERY popular!

Send to:
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Game _____ Console _____

Game _____ Console _____

Game _____ Console _____

I'LL SWAP/SELL

Game _____ Console _____

Game _____ Console _____

Game _____ Console _____

Copy the coupon if you don't want to cut up this fine mag!

REVIEW

GAME BOY

CART SPEC
- **BY:** EA Sports
- **RELEASE:** Out now
- **GAME TYPE:** Sports Sim

GAME FEATURES
- **PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** Yes
- **CONTINUES:** No
- **OPTIONS:** The list goes on

GAME INFO
- **GAME ORIGIN:** Cavemen probably!
- **GAME DIFFICULTY:** Medium-Hard
- **FIRST DAY SCORE:** Kept Par on first six holes
- **ALTERNATIVES:** Any other good golf sim!

GAME CONTROL
- **RESPONSIVENESS:** Good

A — Select options/ Make shot

B — Cancel option/ Return to menu

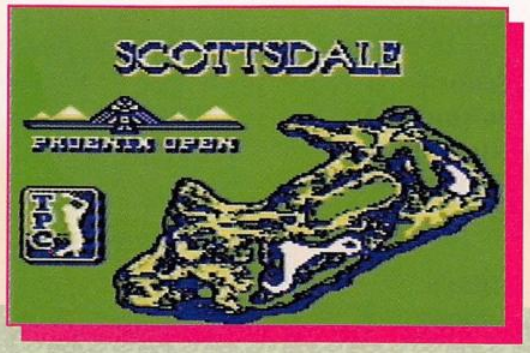
S — Start: Nothing

S — Select: View green

GAME CREDITS
- **DEVELOPED BY:** Black Pearl/ EA Sports
- **DISTRIBUTED BY:** TBA
- **MADE IN:** USA

Why bother wearing yourself out trudging around a golf course lugging all those clubs with you when you can carry five whole courses, a full selection of amateur and professional clubs and the top American golfers around, and still have room in your pocket for a couple of extra balls! PGA Tour 96 is here on the Game Boy, promising all the, um, excitement of the real thing.

PGA TOUR 96

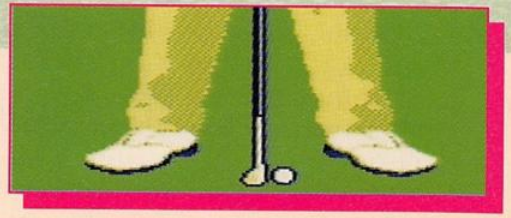


WINDY SPASMS!

The actual shot control is essentially the same as the SNES version, with a power bar at the bottom of the screen which determines how hard you hit the ball, and an accuracy point to decide whether the shot is straight or not. You'll find your timing has to be perfect if you want to hit a straight shot down the fairway. On certain courses the wind can prove to be a real problem so sometimes you'll have to make allowances for nature when playing your strokes. The top-spin option comes in very handy at times like this, as the ball keeps low, avoiding strong gusts of wind that will blow it off course.

COURSES FOR HORSES?

For a start there are five American pro courses to choose from at Houston, Florida, Texas, Pontomac and Las Vegas. The holes on the respective courses are all very different and other elements like rough, sand and water come into play, depending on which course you choose. We found that Avenel in Pontomac is the best course for beginners to try their hand at while more experienced club-wielders should go for Sawgrass in Florida for a real test.

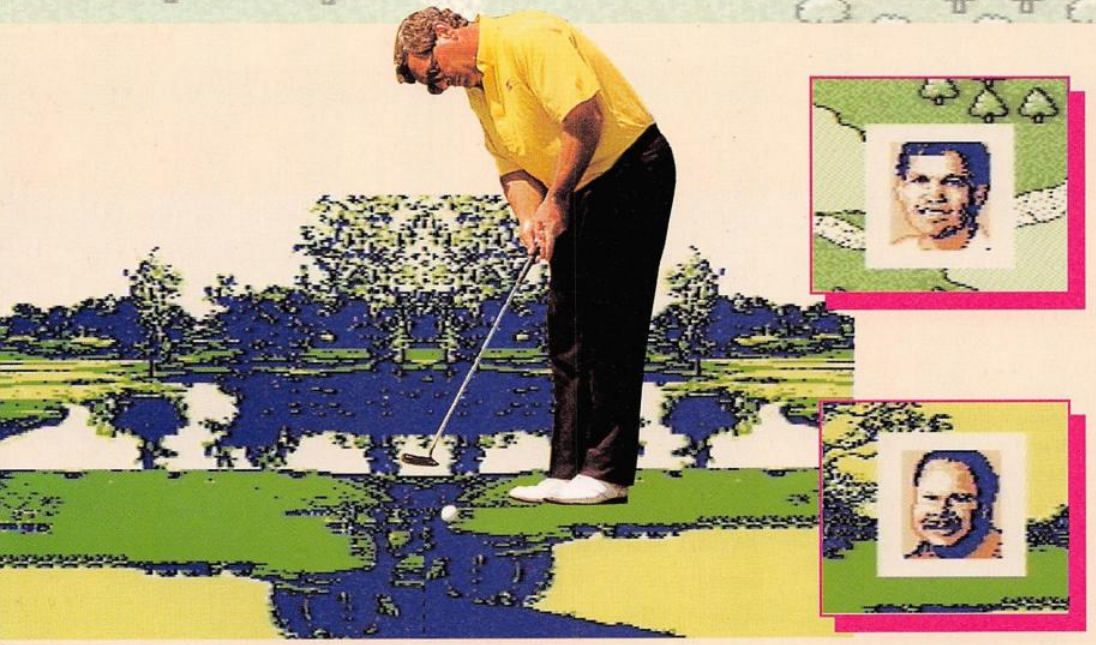


CAUGHT BY THE FUZZ

You can opt to play in any of three play modes. The practice mode lets you happily wander around the course at your leisure, without the annoyance of having to wait for some old stroker in 1940's golfing slacks to get out of your way. The Tournament option pitches you against one of the real American golfers featured in the game. Whether it be Fuzzy Zoeller, Bruce Leitzke or Davis Love III, you can rest assured that what they lack in sensible names, they more than make up for in golfing skill.

THE BUCKS STOP HERE!

If you fancy trying your hand at the professional circuit, there's also a special Skins option where you play against another golfer for money. Each hole on the course is worth a set amount of money and whoever wins the hole gets the bucks. The money total rises with each hole, so at the end of one course, you could well be set up for life!



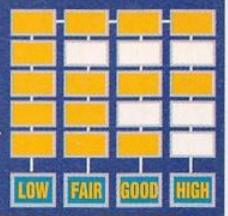
COMMENT

PGA Tour 96 is probably the best Game Boy golfing sim around at the moment. With five courses to choose from and acres of options it certainly caters for serious golf fans, but the simplicity of the game play means that just about anyone can pick it up without any prior knowledge of the sport. It's not perfect though. The music's really tedious and the difficulty in hitting the ball straight will probably leave you in double figures over Par at first, but at the end of the day it's an enjoyable, challenging and very addictive little game that's well worth investigating. But please leave that sweater at home next time Steve!

WILL

REVIEW
GAME BOY

BREAKDOWN



LONG-TERM INTEREST

GRAPHICS

▲ Impressive title and background scenes.

▼ Game playing area is pretty basic.

80

SOUND

▼ Not the most awe-inspiring soundtrack you'll ever hear, but competent in its own little way.

72

PLAYABILITY

▲ A well thought out and extremely playable game, which starts off slowly... and carries on that way!

▼ The precision with which the controls need to be used can be annoying.

89

LASTABILITY

▲ Golf fans will enjoy trying to figure this out!

▼ Non-golf fans probably won't.

80

OVERALL

Interesting and highly playable golfing sim that looks remarkably good on the Game Boy screen. Portable heaven for golf fans and worth checking out for everyone else!

84

REVIEW
GAME BOY

CART SPEC
- **BY:** Electronic Arts
- **RELEASE:** Out Now
- **GAME TYPE:** Sports Sim

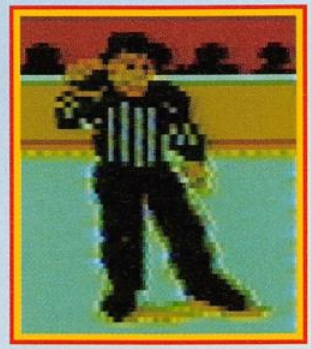
GAME FEATURES
- **PLAYERS:** 1
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** No
- **OPTIONS:** Passwords

GAME INFO
- **GAME ORIGIN:** Update from NHL '95
- **GAME DIFFICULTY:** Easy-Medium
- **FIRST DAY SCORE:** Reached play-offs
- **ALTERNATIVES:** NHL '95, Wayne Gretzky NHLPA All Stars

GAME CONTROL
- **RESPONSIVENESS:** Very Good
- **A** Shoot/Steal Puck
- **B** Pass/Body Check
- **S** Start: Start/Pause
- **S** Select: Nothing

GAME CREDITS
- **DEVELOPED BY:** Black Pearl/ EA Sports
- **DISTRIBUTED BY:** TBA
- **MADE IN:** USA

ICE Hockey skids it's way back onto the Game Boy with NHL '96, EA's icy hand held sports offering. There's a whopping 26 teams to choose from, some improved graphics and more fluid animation. Between you and me, it sounds very much like a sequel.

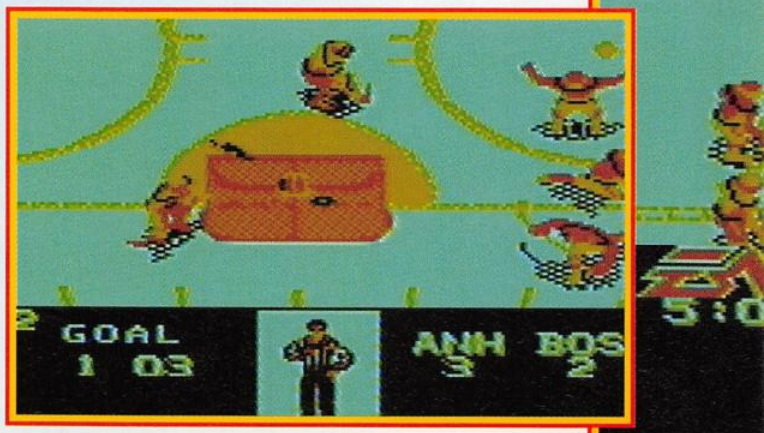


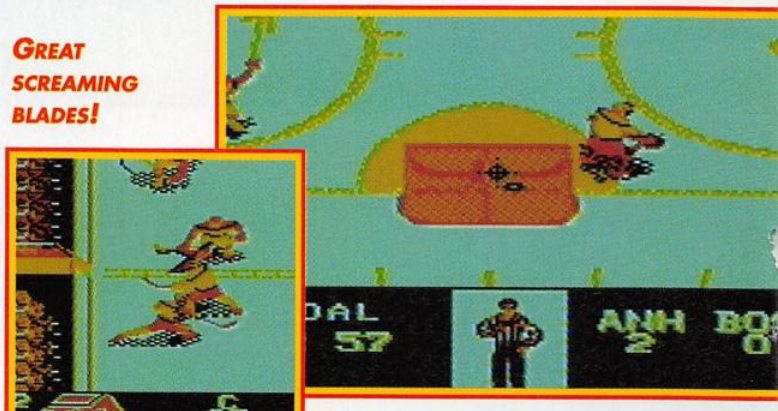
WHERE'S THAT ORGAN?

As well as having the pick of the NHL League, there are also two selectable All Star teams with five play modes available. As with all sports games of any substance, you can change your starting line-up or completely alter the gameplay to suit you. You can change the length of each match and if you're sick of hearing the referee's whistle, just turn the penalties option off and play as dirty as you like!

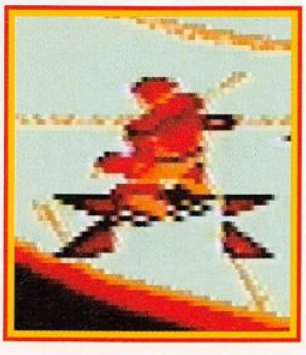
KEEP 'EM IN CHECK!

On some sports games, you can have a comfortable lead starting the final quarter, but somehow the computer manages to catch you up in the dying minutes and overtake your score. It's usually because you haven't made any line changes since the start of the match so, just like the real game, your players become tired and less effective. Before you start playing it's a good idea to look at your team's roster sheet to see where your strengths and weaknesses lie. For instance, if you're playing as the Philadelphia Flyers, there's no point in trying to play a fast moving game with plenty of silky skills, as the 'Legion of Doom' are strictly a powerhouse team who use bone crunching body checks and tight defense to win their matches.





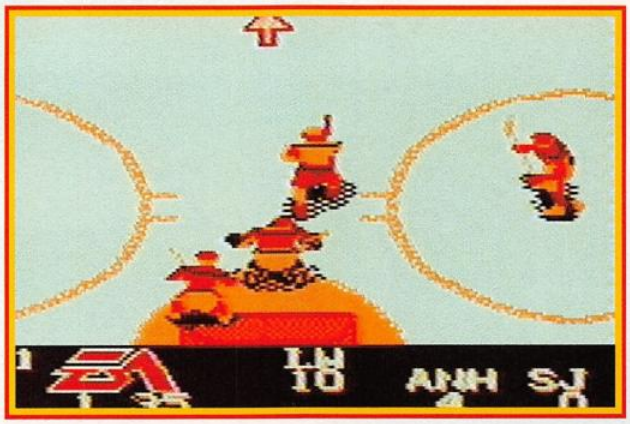
GREAT SCREAMING BLADES!



IT'S ALL IN THE WRIST MATE...

A sound offensive strategy is the key to winning in NHL. Each player has his own distinct strengths and it's up to you to choose the right combination of players for each match. You should also practice quick passing movements as it's the quickest way to get the puck down the rink. There are two kinds of shots to play: The wrist shot is used for those close quarter rucks to steer the puck past the goalie while the slap shot can surprise your opponents from a distance.

NHL96®



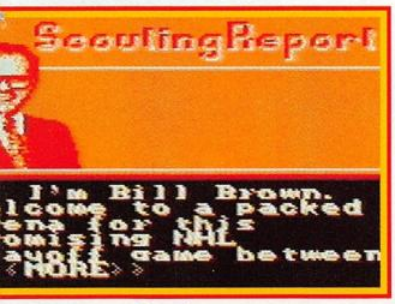
REVIEW GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

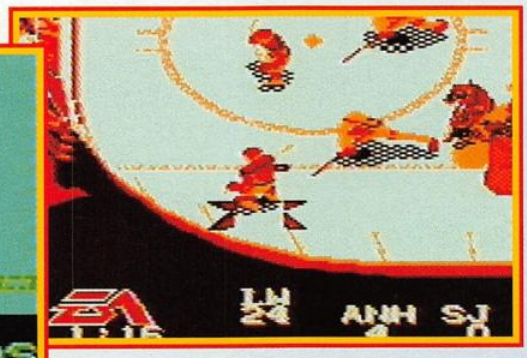


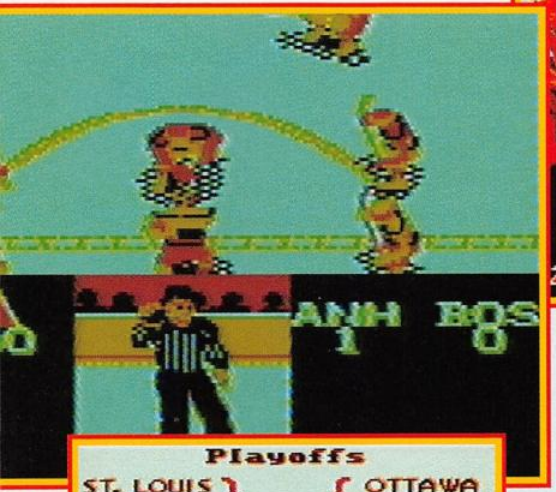
BILL'S BROWN NEWS.

HOLD YOUR END!

You'll find a tight defense is essential to retain possession of the puck and hold on to your lead. If you're in the lead coming into the third quarter, it's useful to change your team roster and bring your most defensively minded players into the line. It's all too easy to rely on your goalie to keep you out of trouble, so make sure that when your opponent's on the attack, your defenders aren't caught out in no man's land while the other team's prize forward hammers the puck into the back of the net.

ICE 'N EASY DOES IT.





I FANCY BUFFALO, DON'T YOU?

BOUNCING CHECKS

Body checking, while not the most graceful of approaches to the game, is certainly effective, especially against fast moving teams who break out from defence quickly. These need to be practised as much as your stick handling, as a badly timed check could create extra space for the opposition, or get one of your prized defenders taken out of the game. However, when you get it right, you can take out the other team's best players and totally change the match!

GRAPHICS

▲ Sprites are not quite as detailed as they were in the previous NHL game, but this is compensated for with faster gameplay.

76

SOUND

▼ Pretty feeble really. There's a really annoying siren noise that comes on every time you score. It almost puts you off getting a goal!

50

PLAYABILITY

▲ Controls are easy to get the hang of and there are some useful options available to customise each game. The end to end scrolling's been improved too.

84

LASTABILITY

▲ Five modes of play to choose from and every team in the NHL. It should last the whole season!

80

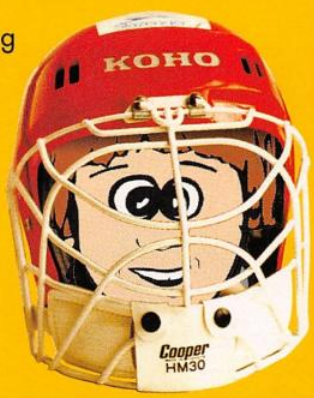
OVERALL

Nothing revolutionary, but EA have done what they do best and brought out an accurate and playable ice hockey game. Maybe a little easy for some, but the customise options will make up for that.

79

COMMENT

LOU



I'm not exactly an authority on Ice Hockey, which makes writing about the game difficult, but as far as gameplay goes, this is as good as any of the other EA Game Boy titles, and a damn sight better than NBA '96! Everything moves along at a surprisingly fast pace and the sprites move smoothly and don't corrupt on the screen. As usual, there's a whole host of options for all you anoraks out there, and the password feature is certainly a welcome addition. In short, all the minor faults in NHL '95 have been ironed out leaving you with a cleaner, smoother playing game. If you're into hockey on ice skates, you'll get well into this.

PGA TOUR 96

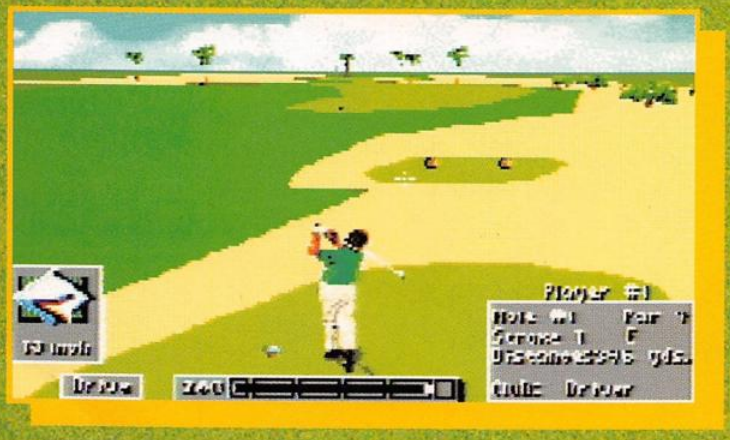
Once again it's time to crawl out of your stinking bedroom and get some fresh air with PGA Tour 96, the 16 BIT golf game from EA which is arguably one of the best they've done. So for those of you who aren't familiar with this most gentlemanly of gentlemen's games, here's our players' guide to all the courses and vital holes.

PRACTICE MAKES PERFECT!

When you start the practice rounds the computer will choose which clubs are best to suit your needs. In the other modes of play it's up to you. Try and make a note of which clubs are chosen in different situations, so when you come to play a match you'll know what to do. Keep an eye on the wind too. The breeze will often decide the position of the ball, so if the wind's strong use either Draw or Fade to counteract it. Alternatively you can wait until the wind dies down before making your shot.

PAR FOR THE COURSE!

There are eight courses to choose from, each requiring different skills to be completed under Par. You'll find the game itself requires supreme precision, just like real golf. As with the Game Boy version, to make the right shot you must hit the power bar right on the spot or you'll probably find yourself wading through the undergrowth searching for your ball!

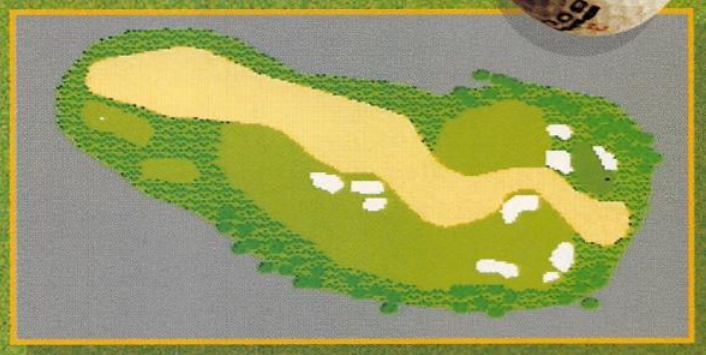


STRAIGHT BALLS!

When you first start you'll probably find it very hard to hit the ball straight as the slightest deviation either side of the accuracy point will result in your ball swerving badly in either direction. You can avoid this by positioning your cursor away from the place you want to go, then deliberately hook or swerve the ball into the spot. Easy!

In the Match Play mode there are a selection of America's top golfers to do battle with, ranging from Davis Love III, Tom Kite and Fuzzy Zoeller. These oddly named and badly dressed superstars are not much cop on the easy levels, but they'll really test your accuracy and nerve on the harder ones.

Summerlin, Las Vegas



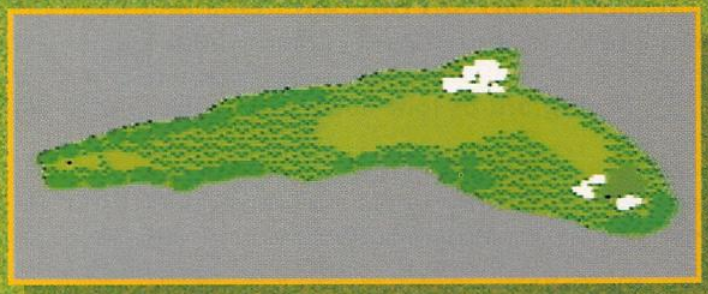
Hole 3

Slice your tee shot hard down the left hand side of the fairway. Now shoot over the sand to the green, avoiding the bunkers lurking to the right.

Southwind, Tennessee

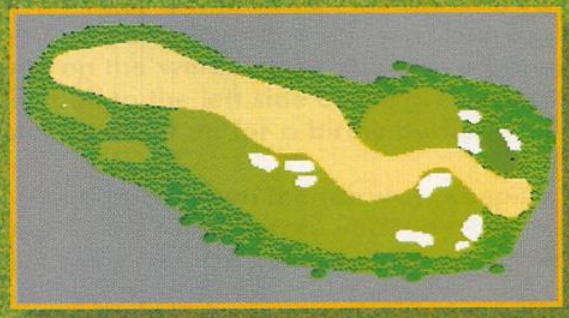
Hole 1

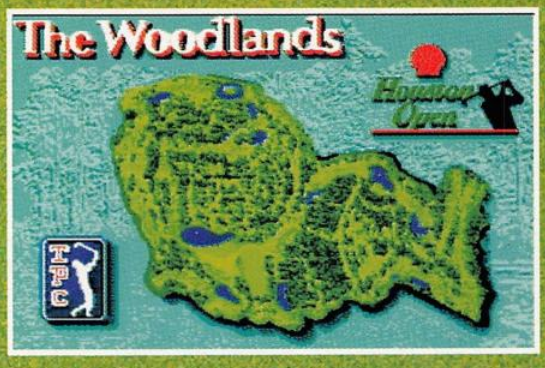
The mild dog-leg at the start can cause problems to the unsuspecting golfer. Draw your tee shot slightly to avoid the bunkers in the middle of the fairway. Now fade slightly in your shot to the green.



Hole 2

Hit long and hard down the fairway, keeping a close eye on the wind before you make the shot. Pitch the ball to the left side of the green avoiding all obstacles to set up for a birdie putt.





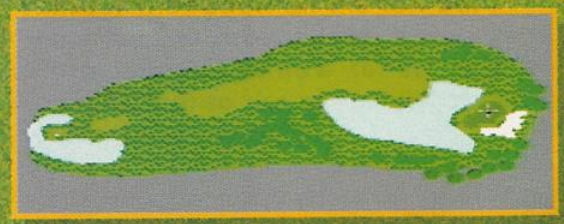
The Woodlands, Houston

Hole 2

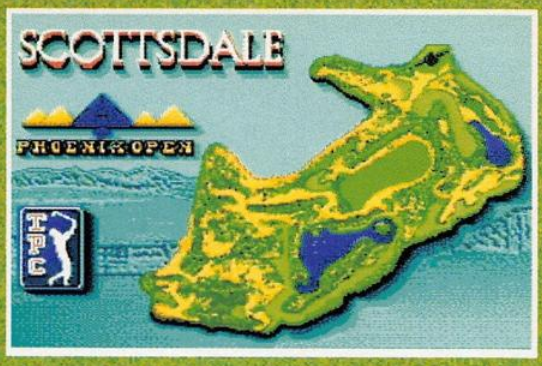
One of the toughest Par three's in the game, this hole has been the downfall of many a top golfer. Hit straight over the water narrowly missing two bunkers on the left. Now try and shoot dead straight again to the green, fading your shot slightly if the wind allows.

Hole 4

Aim for the rough on the left but remember to draw the shot away to the left. You're now set up for a straight shot to the green. Finish it with a birdie putt.

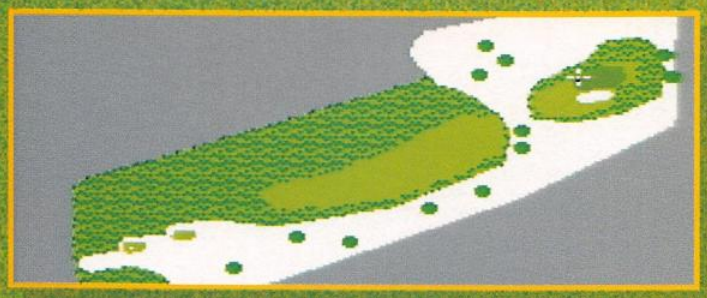


Scottsdale, Arizona



Hole 1

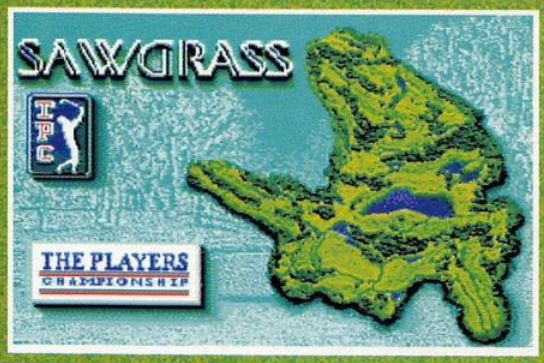
Shoot the ball straight down the fairway, taking account of the wind at the same time. Use the pitching Wedge to chip over the sand to the green for yet another birdie!



Hole 4

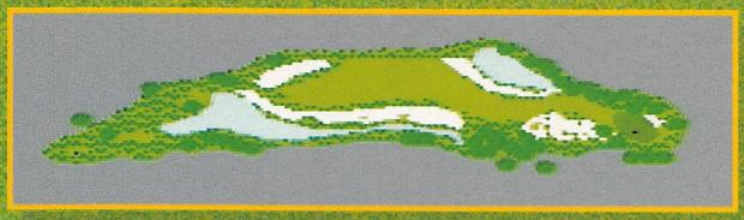
This short hole is much harder than it looks, mainly because it's so blustery. Try to use this to your advantage by either drawing or fading your opening shot. Shoot carefully to the green – it's surrounded by bunkers!

Sawgrass, Florida



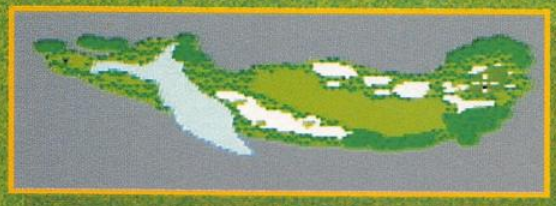
Hole 5

Open up with a long, straight shot down the open fairway. Then draw the next shot to the green to avoid the sand traps on the right, taking care not to over-hit into the bunker at the back of the green.



Hole 12

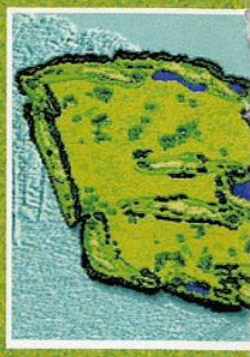
Depending on the wind situation, fade or slice the opener to miss the bunkers on the left. Timing is essential on the second shot – one false swing and you can kiss that Birdie goodbye!



Hole 14

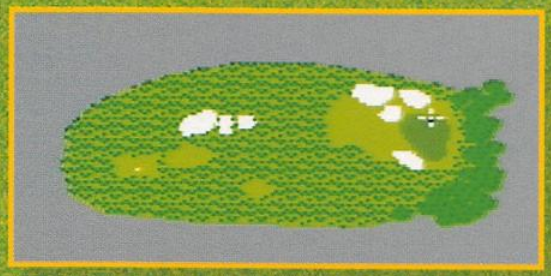
Hit strong and straight down the fairway, or slightly to the left to leave yourself an easier second shot. Fade slightly to the left in your shot to the green to stay out of the rough.

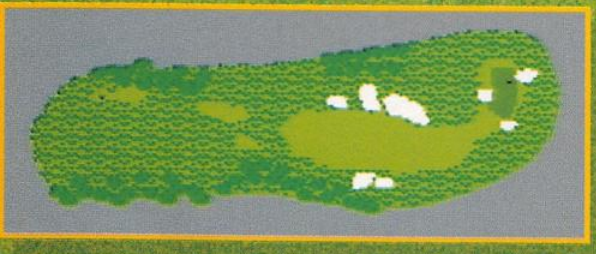
River Highlands, Texas



Hole 2

Draw your opening shot sharply to avoid the bunkers on the left. Use caution in pitching to the green to avoid the obstacles that surround it, then putt for a birdie.

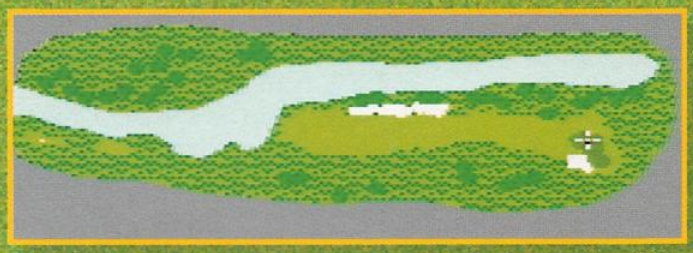


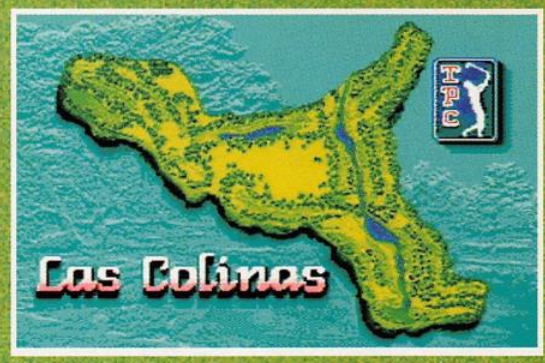


Hole 5

A perfectly straight shot is required for this hole. Blast over the first section of rough and time your second shot well to the green. Don't get excited and over-hit or you'll end up ploughing through the plant life at the back!

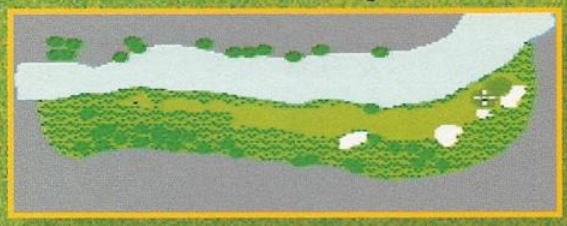
Las Colinas, Texas





Hole 4

Watch how the wind's blowing and slice or fade your opener to avoid the jungle and the water. When making the green, be careful of the bunker on the right.



Hole 11

Another one that's harder than you think. Fade your tee shot (but not too much!) to steer clear of the water. Now chip over the bunkers to get a good position on the green for the forthcoming putt.

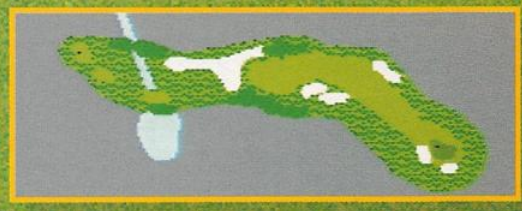
Hole 12

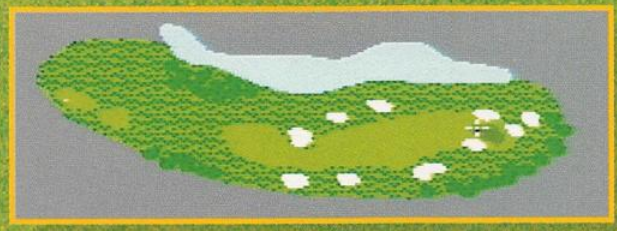
The wind can cause heaps of problems on this hole, so try and wait for a still moment before teeing off. Then use the pitching wedge to avoid all obstacles to the green.

Avenel, Pontomac

Hole 1

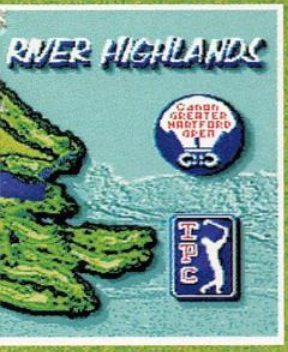
Use the slice to negotiate the dog-leg at this opening hole. When making the shot to the green, be careful of the big bunker on the right hand side.

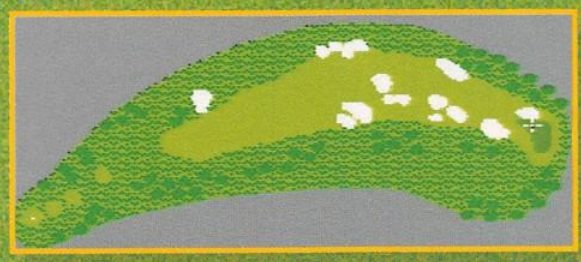




Hole 5

One of the toughest holes in the game! Blast hard over the first section of rough, praying that the blustery wind doesn't get hold of the ball. With patience, and a bit of luck, you should be in a good position to shoot for the green. But remember that supreme accuracy is still needed to get into position for that birdie putt!

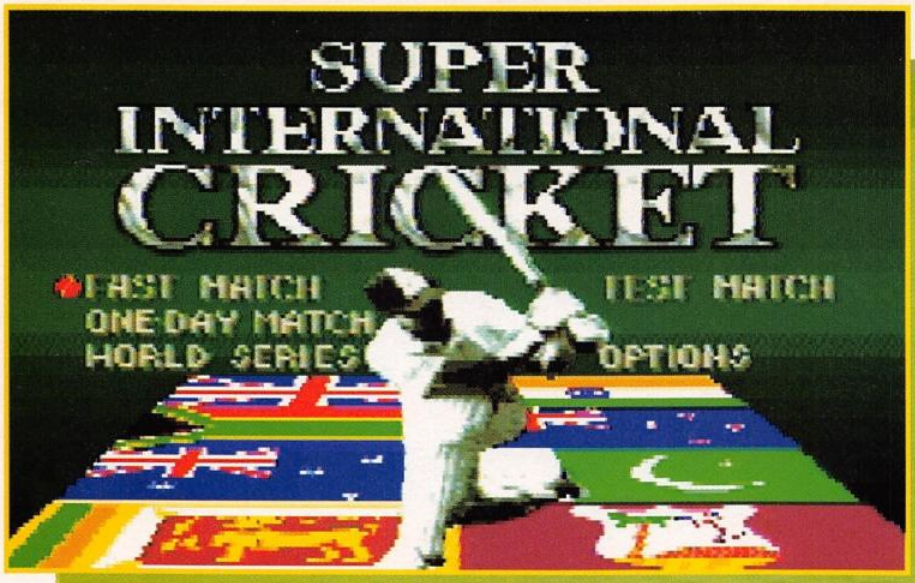




Hole 6

To get the prized birdie, draw your shot a little at the start, narrowly missing the rough. If you get it right, you'll be set up for an easy shot to the green and a simple putt.

Tips & Tactics



Super International Cricket has made a huge impact since it bounced its way on to the SNES. We thought it was about time that we gave you the comprehensive beginner's guide to this rather ace game! So, if you're having problems coping with the West Indies' pace bowling attack or finding the South African batsmen too much to handle, read on to find out how to improve your score.

SQUARE LEG

The top eight teams in the world are featured here, all with varying skills in bowling, batting and fielding. When you pick your team and run through the players it's a good idea to look carefully at their statistics so you can pick a good blend of all round players for the match. Make sure you include a mix of pace and spin bowlers as well as a solid batting line-up.

MID-ON

As with real cricket, bowling and batting take two completely different skills and it's up to you to decide which you're best at. As far as bowling's concerned, we've found the best way to take wickets is to use the in-swinger and pitch it right up to the batsmen's feet. Not the most sporting of deliveries but mighty effective in its own, cynical way. The L and R buttons are useful when bowling as they can speed up or slow down the delivery. Try varying the speed to keep the batsmen on their toes. Also, try and make use of the bouncer, especially against strong batting sides like South Africa, Pakistan and England (OK so it's not *that* realistic!). This vicious, short pitched delivery is usually the downfall of the tail-end batsmen, although beware of using it against the openers and middle order, as it has a tendency to be smashed to the boundary. We found that the umpires in SNES Cricket make Shakoor Rana look almost competent, so every time the ball hits the batsmen's pads, appeal like hell and maybe, just maybe, you'll get the decision!

THIRD MAN

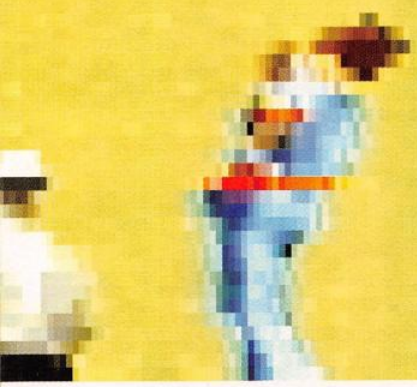
The best way to survive at the batting crease is to watch the bowler's style carefully and try to anticipate what kind of ball's coming next. You'll find that fast bowlers are much easier to cope with, as the ball won't really deviate in the air, allowing you to make the right decision straight away. You'll also find it easier to hit boundaries off fast bowling, as all you have to do is lay some willow on the ball and watch it fly off like a rocket. There can be no better feeling in cricket than getting a thick edge of a brilliantly bowled fast ball, completely splitting the fielders for a certain four. Watch out for the next delivery though, as you'll probably find it whizzing past your nose!

SILLY MID-OFF

The spinners are a totally different matter, as their deliveries can go in either direction. Look carefully at where the ball is going to pitch, then go forward to meet it straight off the bounce. You have to be very precise 'cos if you miss the ball you'll probably be stumped. But once you've got your eye in you can smash them all over the place. Remember to use the L and R buttons to add extra height and power to your shots.

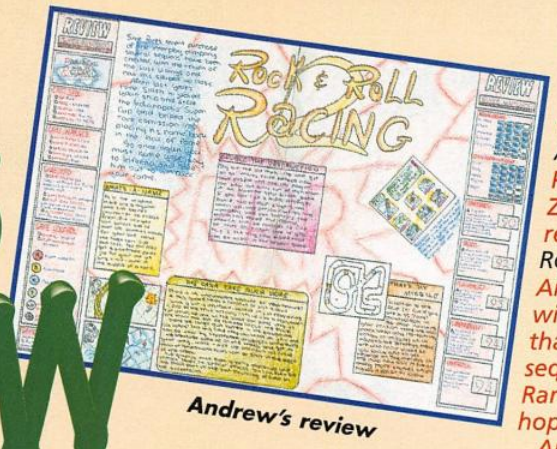
MID-OFF

All the fielders in the game are pretty damn good, so never take any risky singles or you'll be run out, probably the most frustrating way a batsman can be dismissed. If you need runs quickly, try and time your shots to split the fielders, then use the X and Y buttons to speed up your running. Take notice of the stronger fielders on the opposing team and try to avoid hitting the ball towards them.



Beginners' Tips & Tactics Guide

reader's review



Andrew's review

This month we're including a slightly different Reader's Review from normal. Andrew Spear from Palmerston North in New Zealand has sent us a review of his dream game Rock 'n' Roll Racing 2. Andrew was so impressed with Rock 'n' Roll Racing 1 that he's created his own sequel to be produced by Rare no less! (You can always hope mate!)

Andrew's hobbies, apart from playing Nintendo of course, are squash and snooker and he likes watching The Simpsons, Home Improvement and The Fresh Prince on TV. He's only 15 now but if he can't be an architect when he's a big lad then he wants to work for Rare or NMS. Good taste!

If you want to review any game then send it to:

NMS, Reader Review, PO Box 14225,
Melbourne, MC Victoria 8001

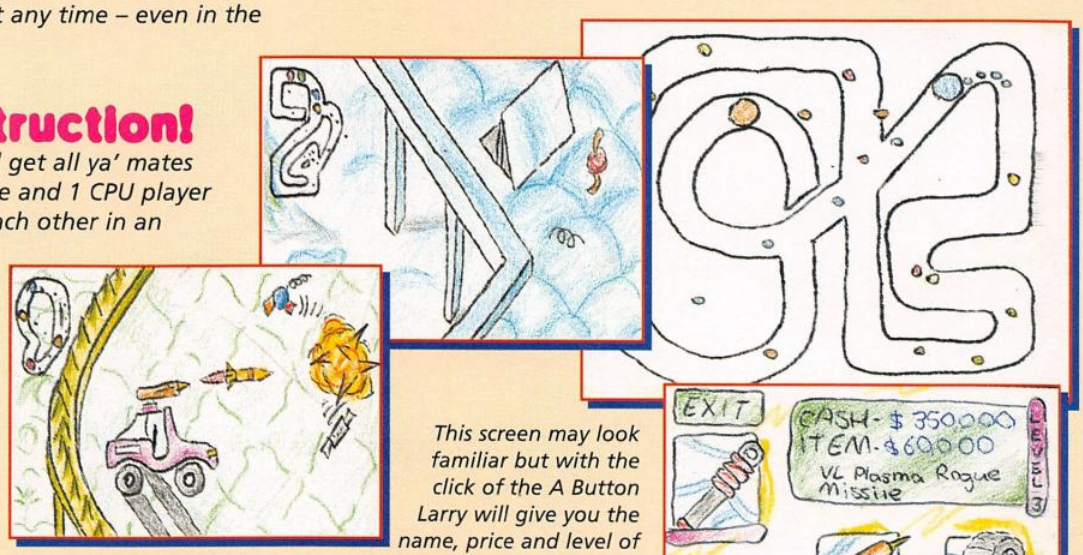
Make sure you include a picture of yourself and some details about you as well as your name, age and address.

Whats-a-Name!

As in the original, there are 6 regular and one secret character to choose from. But now you can select one of over 100 common names for yourself. Hence the huge cart size and cost ($139.95). You can also get a patterned paint job for your car at any time – even in the middle of a race.

Double the Destruction!

Dig out the old multi-tap and get all ya' mates round because now 4 people and 1 CPU player can blow the bolts out of each other in an awesome split-screen battle. If you feel like a more strategic battle, 2 or 4 players can team-up. One person controls the weapons and one controls the car. In this mode, the frontal weapon can be rotated to fire at cars on either side of you. This is the only new move that can be used in the proper game.



This screen may look familiar but with the click of the A Button Larry will give you the name, price and level of the highlighted item. →

READER'S REVIEW

RATINGS

- BY: Andrew Spear!
- CONSOLE: SNES
- GAME TYPE: Racing

GRAPHICS — 90
- A great improvement, cars now leave skid marks and the backgrounds are 10 times more detailed.

SOUND — 92
- 100s of speech samples and a huge range of sound FX. Even more excellent tunes too!

PLAYABILITY — 93
- Loads of new weapons, cars & game modes.
- Steering still takes a while to get used to.

LASTABILITY — 94
- 100s of new tracks and the levels are very varied. The 4-player options will keep you coming back.

OVERALL — 94
- The ultimate multi-player game. Sell SMK to get this!

She Cana' Take Much More!

There is an unbelievable amount of new features in this game. Here's a rundown of just a few:

- When a car is destroyed, instead of just repairing, a piece of the track actually lifts up and a replacement car drives up and all the small car parts stay on the track and can be rammed about the place.
- There are large gun turrets in the background (as before) but this time they can shoot at you and can be shot by frustrated drivers.
- On some levels little creatures jump up on the track and get in your way, walls raise up and down out of the road at random and holes can be shot in the edge of the track.
- The graphics have been greatly improved and contain heaps of special effects. You can even see the main part of the car bouncing around on the suspension.

That's My Missile!

In addition to the 4 (5 if you are in VS mode) coloured dots on the map indicating your position, there are also extra small dots representing bombs or missiles which adds to the strategy. These are also colour coded so you know who to get revenge on. The markers on the map now also move at many more frames which makes it easier to follow.

TOO DUMB TO SUBSCRIBE?

You'll need this lot then -

Emergency shoelace

As recommended by your mum.

Name tag

For when you get yourself lost walking home.

Spare pants

You never know when these'll come in handy!

Coins

Buy yourself a scraper for that ear wax.

Pouch

Somewhere to collect those embarrassing hair balls.

Band Aid

For when your specs fall apart.

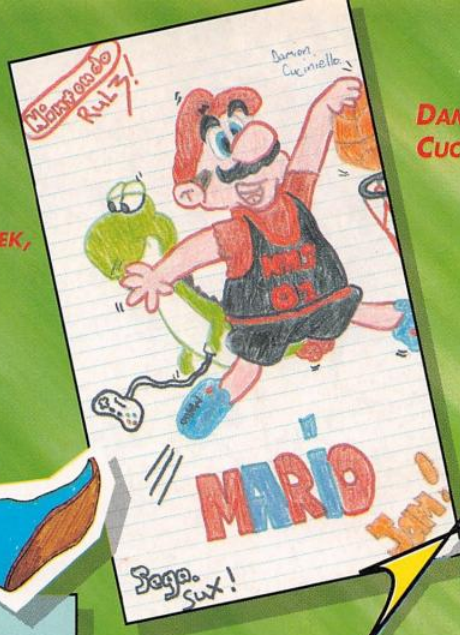
Bus tickets

To add to your already growing collection.

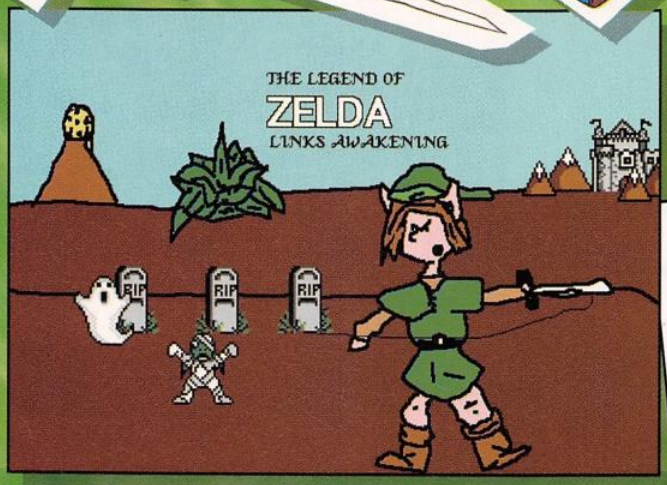
Get out of your misery.

Subscribe to NMS NOW before it's too late!

Sean McInnes, Werris Creek, NSW.

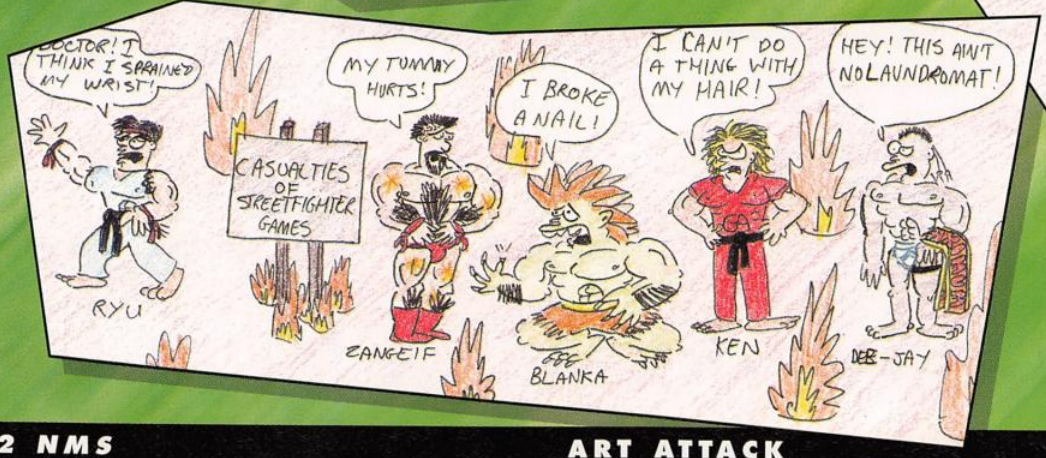


Damion Cuciniello

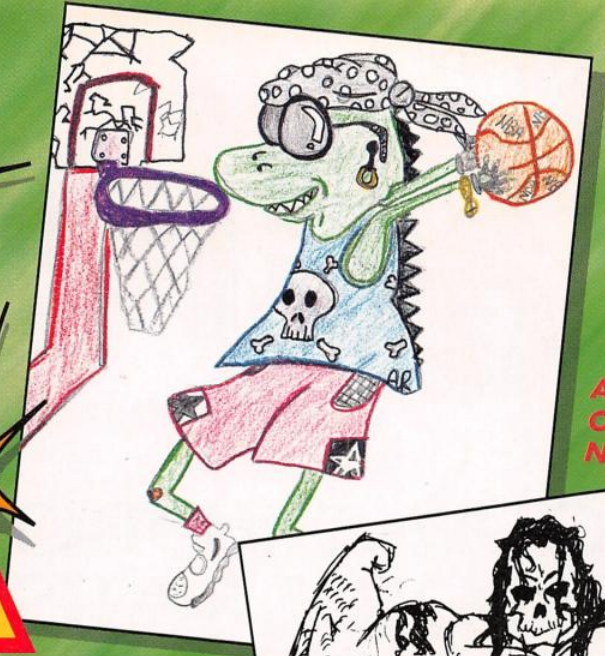


Mathew & Jonathan Goldsmith, Malvern.

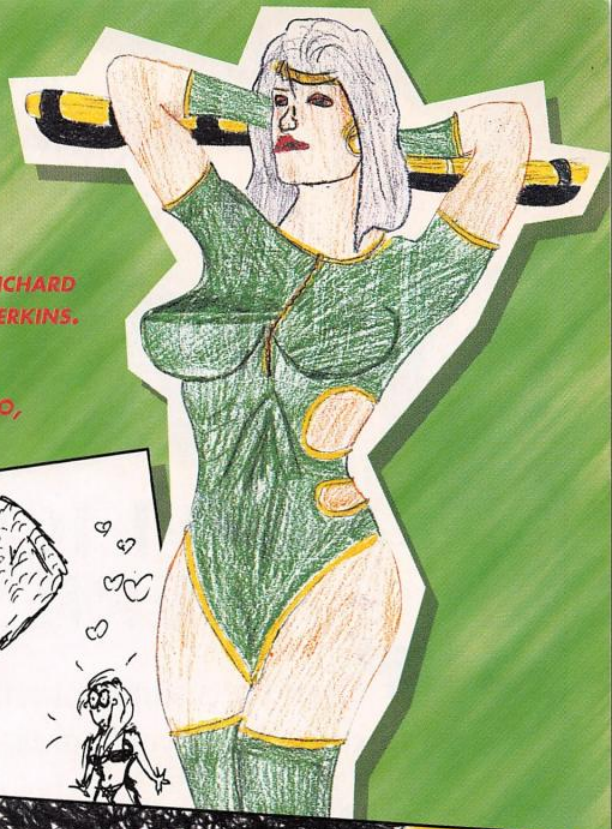
William Nelson, Gaven, Qld.



Damian McDonough.

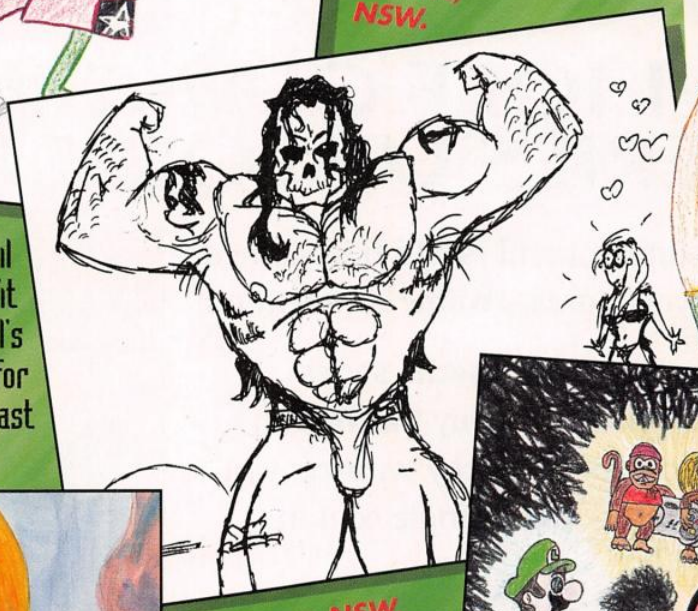


ALEX ROBLEDO, ORANGE, NSW.

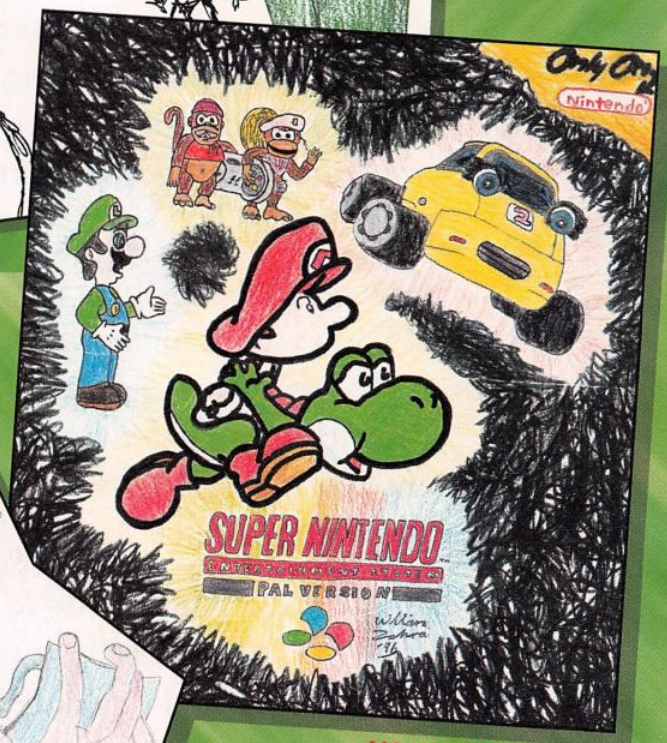


RICHARD PERKINS.

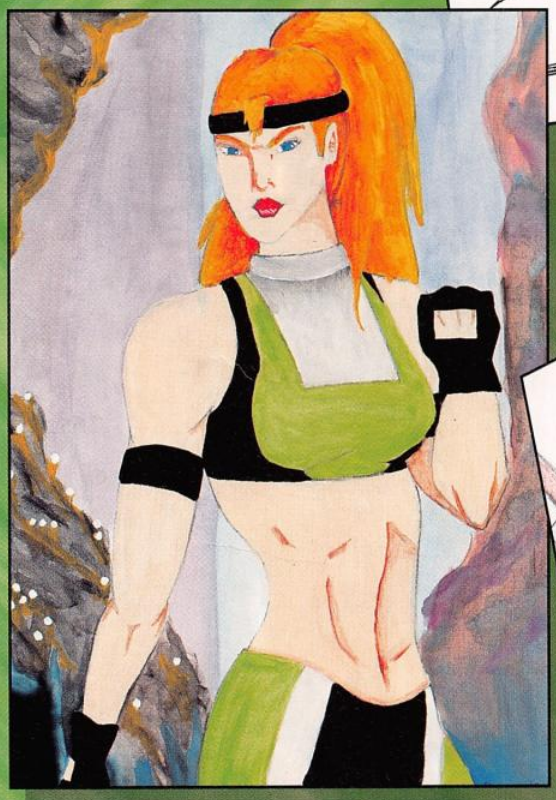
We've had such a packed bag of mail this past month that we couldn't fit enough piccies on Les's and Skull's pages. So we've flowed over for those of you lucky enough to get past the censor.



DANNY, NSW.



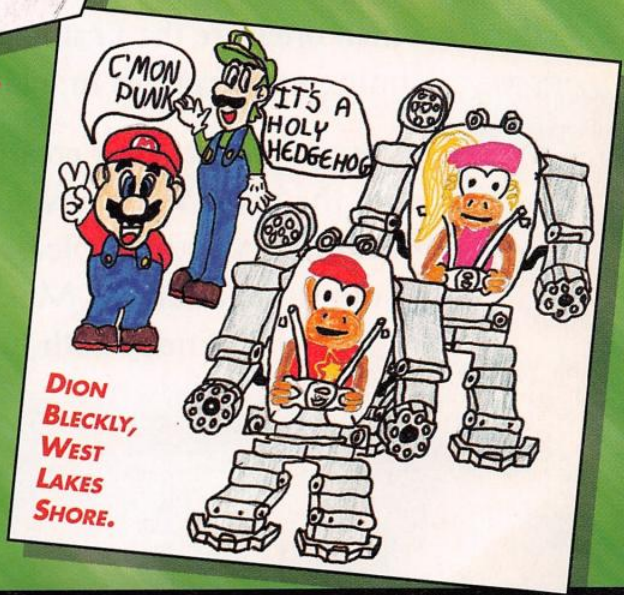
WILLIAM ZAHRA, GREENWITH, SA.



"PISCES".

M. LOGAN.

JARRAD GOODCHILD, ELANORA, QLD.



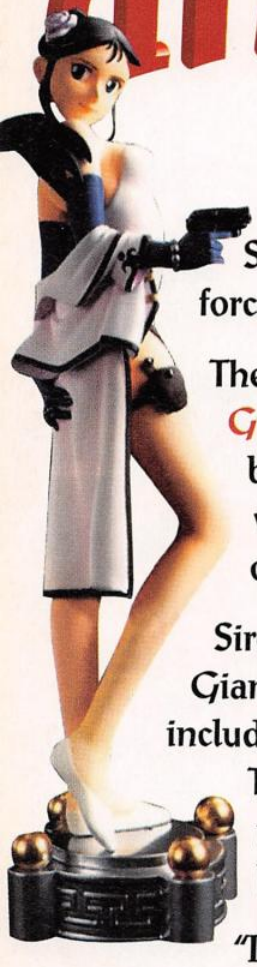
DION BLECKLY, WEST LAKES SHORE.

ENZO'S ESSENTIAL GUIDE TO THE WORLD OF JAPANIMATION!

anime action

WIN!

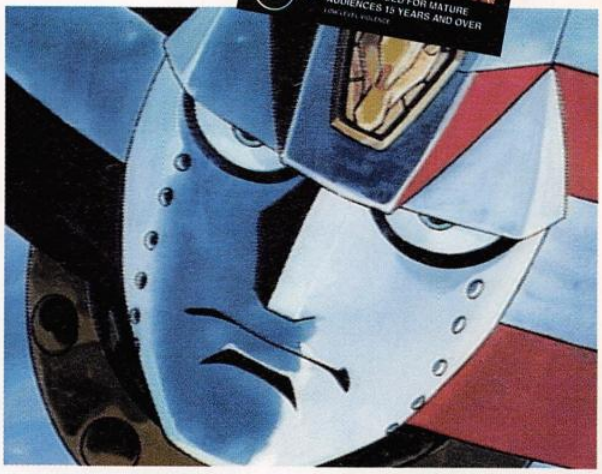
WHOLE GIANT ROBO SERIES UP FOR GRABS!



Siren Entertainment and NMS have joined forces to bring you a great Anime competition!

The last tape in the classic mecha series Giant Robo is released to buy this month but if you're one of our lucky winners you won't have to fork out a single cent in order to own it.

Siren have given us three complete sets of Giant Robo videos to give away. Each series includes 6 episodes on 3 tapes! But that's not all! The lucky first prize winner will also receive an excellent Ghost in the Shell Poster and a Street Fighter Headband!



"But what do I have to do to win all these goodies?" I hear you all cry! Well, you've got to be a bit creative for this one! Get out your crayons and paints and draw us your impression of the Robot Battles from this classic series. Siren will help us decide which ones are the best and we'll print the winning masterpieces in a later issue.

Once you've let your creative juices flow, stick the result in an envelope and post it to the address opposite (please note it's different from our usual address). Make sure you do it before Friday 26th July though!

GIANT ROBO COMPETITION
NMS MAGAZINE
c/o 51A GROSVENOR STREET
SOUTH YARRA
VICTORIA 3141

CONDITIONS OF ENTRY

Promoted by Catalyst Publishing, Level 128, Rialto 525 Collins Street, Melbourne, Vic 3000. Entry is open to residents of Australia & New Zealand with the exception of officers or employees (including immediate families) of the promoter, its advertising, sales promotion agency and printers. Entries close by the end of the working day Friday 26th July. The winning names will be printed in a future issue of Nintendo Magazine System. Prizes are not transferable nor are they redeemable in cash. The judges decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is a game of skill, not chance, and, as such all entries will be judged on merit.

CLUB SCENE

Here's all the latest news and contact information for local Anime and Manga fan clubs around the country. If you know of any others I've not included then send me the details by post or email (addresses on the Mailbag page). If you do send me any club information please make sure you include details of where you're based or where you meet as we like to try and include club info by State.

ACT

Canberra Anime Society
The Canberra Anime Society meets for screenings every three weeks at the University of Canberra Union Theatre.

Their next screening is July 6th. The cost of each screening is usually $4 but they're feeling flush this month and you can get in for free! They're planning to show 6 or 8 episodes of Marmalade Boy, 2 episodes of Magical Knight Rayearth and some Silent Mobius. If you want any further information you can contact the Society by writing to David Geeves at PO Box 89, Scullin, ACT 2614 or you can check out their World Wide Web page (note the new address) at http://www.tpgi.com.au/clientp/rin/cas.html.

WESTERN AUSTRALIA

Japanese Animation Fans of Western Australia
JAFWA started about five years ago when a group of friends used to get together and watch videos. Since then things have snowballed and they now regularly have about 120 people at each screening!

They try to cater for everybody and show a real range of stuff (most of which is subbed not dubbed) and meet every Saturday between 5pm and 10.15pm (except for the first Saturday in the month) at the Simmons Lecture Theatre, University of Western Australia.

Admission is $3 on the door and the following is a list of what's on the cards soon. Everything listed is subtitled and the episode or part number is in brackets. JUNE 29: Urusei Yatsura TV, Record of Lodoss Wars (2), Irresponsible Captain Tyler (5), 3x3 Eyes (3), Wind's Name is Amnesia, Bubblegum Crash! (3).

You can get more from Tom Edge at 38 Dilkara Way, City Beach WA 6015 or Michael Beckmann at PO Box 801, Fremantle WA 6160. JAFWA also have a Web page and you can find it at http://www.iinet.net.au/~gmb/jafwa.html. There's also an FTP Archive where you can download stuff (ftp.iinet.net.au/pub/art/anime).

QUEENSLAND

Anime Australia
Based in Brisbane, the club meets on the first Sunday of every month at 10.30am at Floor 2, 99 Elizabeth Street, Brisbane. Annual membership is $5 and each meeting costs $2. Their postal address is PO Box 464, Toowong, Qld, 4066 or you can email them at adathono@cc.uq.oz.au.

SOUTH AUSTRALIA

Adelaide Anime Club
Again, not much on this group except a contact name (Brad Cameron) and an email address (bscameron@teaching.cs.adelaide.edu.au).

TASMANIA

The Tasmanian Anime Society (TAS)
The contact here is Dean "Dino!" Prenc at 33 St George's Terrace, Battery Point, Hobart TAS 7004. You can ring him on (002) 248412 or email him at deprenc@postoffice.utas.edu.au.

VICTORIA

Melbourne Anime Society
The society meets every second and fourth Saturday of the month from 1pm to 6pm to watch Anime, talk, and read Manga. They don't schedule specific things to view as they like to show whatever they can get hold of but titles in the offing over the coming months or so include Irresponsible Captain Tailor, Marmalade Boy, Nadia of the Mysterious Seas and Legend of the Galactic Heroes.

Annual membership is currently $36 (half price if you're a student) and this includes borrowing rights of the society's loaning collection. More info from Robert Thompson at PO Box 247, Glen Waverley 3150 or email at Robert.Thompson@dbce.csiro.au.

NORTHERN TERRITORIES

Northern Territory Japanese Anime Society (NTJAS)
NTJAS was founded in mid 1994 and they hold screenings each Sunday at the NT University Casuarina Campus. They start at 6pm and usually last three hours. The entry fee is $4 but if you join the society (annual fee $5) it'll only cost you $2 for each screening. For more info contact any of the following by email.
Royce Foo (President): foor@acacia.ntu. edu.au
Mark Moore (Treasurer): markm@it.ntu.edu.au
Michael Kosmidis (Secretary): mkosmid@acacia.ntu.edu.au
Joe Parry (Vice-President): djp@it.ntu.edu.au.
Alternatively you can check out their new Web page at http://morinda.ntu.edu.au/itss/societies/NTJAS/ntjas2.htm. It's a really detailed site with loads of information about the club and its activities but unlike a lot of club pages it actually looks pretty neat too!

OUT THIS MONTH...

AMAZING ISN'T IT PAI? MORE 3X3 EYES TO BUY!

As usual, there's plenty of new Anime around to buy on video this month but much of it is continuing OAV series releases.

Siren have several new Manga Video releases out in July including Part 3 of the 3x3 Eyes saga delayed from May. These latest adventures of Pai and Yakumo run for about 45 minutes and will cost you $20.

Legend of the Demon Womb (the long awaited sequel to Legend of the Overfiend) is finally due for release this month. It's been held up by the censors for some time but now it's been given a rating of R18 so if you're old enough and you want to check this out keep your eyes peeled in video stores soon.

As mentioned opposite, the last tape of the Giant Robo series containing episodes 5 and 6 is out this month. It runs for 90 minutes and costs $29.95.

Other titles to look out for in July are Kiseki's latest batch of releases. These include Volume 2 of Oh! My Goddess which is dubbed and will cost you $29.95.

Also promised by Kieski is the dubbed mecha classic Robotech. This month we're expecting episodes 13 and 14. They're both dubbed and the two episode tape (which is rated G) will cost $24.95.

SWAP & SELL

DETAILS	WANTS	WILL SWAP/SELL
DAVID WILKINSON 26 Cypress St, Normanhurst, 2076 NSW Tel: 02 4845426	Donkey Kong Country 2 (SNES) Prince of Persia (SNES)	Starwing (SNES) Battletoads in Battlemaniacs (SNES)
THOMAS WHITE 15 Baum Court, Windaroo, QLD 4207 Tel: 07 3804 0513	Shadowrun (SNES)	Street Fighter II (SNES) Spiderman and X-Men (SNES) Zelda III (SNES)
ADAM MORPHETT 82 Beresford Ave, Beresfield Tel: 049 662865	CutThroat Island (SNES) Killer Instinct (SNES)	Shaq Fu (SNES) Swap Crash Dummies (SNES) Swap
JAROD LONSDALE 72 Tilga St, Canowindra, NSW Tel: 063 44 20 68	Secret of Mana (SNES) Chrono Trigger (SNES)	Super Mario All Stars (SNES) Battletoads (SNES)
JOEY MCGENNISKEN RMB 7158, Horsham, Vic 3401 Tel: 053 846302	Syndicate (SNES) Cannon Fodder (SNES) Super Mario Land 2 (Game Boy)	Sim City (SNES) King Arthur's World (SNES) Donkey Kong Land (Game Boy)
MITCHELL TRENT 7 Flinders Rd, Earlwood 2206 Tel: 5595751	Super Mario Bros. 3 (NES)	Gargoyle's Quest 2 (NES) Totally Rad (NES) Little Red Hood (NES)
MICHAEL WOOLLEY 66 Fairway Grove, Rosebud, Vic 3939 Tel: 059 863114	Super International Cricket (SNES)	Super Mario Kart (SNES)
JIH GRASSO Lot 4, Taggart Rd, El-Arish. Tel: 070 685435	Donkey Kong Country 2 (SNES) Starwing (SNES)	Killer Instinct (SNES) Super Game Boy (Hardware)
KYM JAMES 33 Chapman St, Fairy Meadow. Tel: 042 832845	Zelda (SNES)	Mortal Kombat (SNES)
TROY MORGAN 27 Hamilton Rd, Aldinga Beach, PO Box 5173 SA. Tel: 085 565481	Sim City (SNES) Donkey Kong Country 2 (SNES)	NBA Jam (SNES) Super Mario All Stars (SNES)
TRYSTAN CONWAY 5 McCormack Ave, Epping, Vic 3076. Tel: 03 94012473		Super Mario World (SNES) $30
MARK RIABKOFF 16 Doris St, Picnic Point, NSW 2213 Tel: 7715363	Zelda IV: A Link to the Past (SNES) Secret of Mana (SNES) Final Fantasy 3 (SNES)	Vortex (SNES) Super Mario All Stars (SNES)
ALEX GERONDI 8 Landscape Drv, Doncaster East Tel: 9842 2655	NHL '96 (SNES) NBA '96 (SNES) Big Hurt Basketball (N64)	Gradius (NES) Gunsmoke (NES) Robowarrior (NES)
PETER SPERANZA 178 Kerfield Rd, Albert Park 3206 Tel: 9690 1315	Zelda IV: A Link to the Past (SNES) Krusty's Super Fun House (SNES) Super International Cricket (SNES)	Syndicate (SNES) Swap Jurassic Park (SNES) Swap
MARTIN SUAN 21 Sheldrake Way, Willetton, Perth WA 6155. Tel: 09 457 0984		NHL '96 (SNES) – Swap NBA Jam TE (SNES) – Swap Doom (SNES) – Swap Jungle Strike (SNES) – Swap
PETER SELLWOOD 10 Manoka St, Para Hills 5096 SA Tel: 08 263 1254	Donkey Kong Country 2 (SNES) Doom (SNES) NBA Live '96 (SNES)	Killer Instinct (SNES) Donkey Kong Country (SNES) Stunt Race FX (SNES)
AARON FONSECA 4 Milton St North, Ashfield, NSW Tel: 02 797 6320	Super Return of the Jedi (SNES)	Doom (SNES) – Sell Super Punch Out (SNES) – Swap
ANDY ANDREW Kograh, 7/18 Paine Street. Tel: 588 36 29	Donkey Kong Country 2 (SNES)	Super Mario All Stars (SNES)
JAMES SMITH 1 Exley Place, South Penrith 2750. Tel: 047 363491	Wario Land (Game Boy) Star Wars (Game Boy) Prince of Persia (SNES) Secret of Mana (SNES) Boxing Legends of the Ring (SNES) Final Fantasy III (SNES)	Super Game Boy (Hardware) Mortal Kombat 2 (Game Boy) Zelda (Game Boy) Bubsy the Bobcat (SNES) Mortal Kombat 2 (SNES)

DETAILS	WANTS	WILL SWAP/SELL
ALEX GARRARD 35 Spring Vale Drv, Weetangera, ACT 2614. Tel: 06 2549379	Super Return of the Jedi (SNES) Killer Instinct (SNES)	Donkey Kong Country (SNES) Swap Mortal Kombat 2 (SNES) Swap
ASHLEN ROHDE 16 Pine Street, Eaglehawk, Vic 3556. Tel: 054 469692	Killer Instinct (SNES) Top Gear 2 (SNES) Donkey Kong Country (SNES)	Mario is Missing (SNES) Mortal Kombat 2 (SNES) Harley's Humongous Adventure (SNES)
NICK HOOGKAMER 96 McMahon's Rd, Frankston, Melbourne Vic 3199. Tel: 783388	Donkey Kong Country 2 (SNES)	Plok (SNES)
ANTHONY SPENCER Unit 3, 63 Golf Links Ave, Sth Oakleigh Tel: 9579 4820	Killer Instinct (SNES) Mortal Kombat 2 (SNES)	Power Rangers (SNES) Donkey Kong Country (SNES)
BILLY 11/29 Mascot Drv, Eastlakes NSW 2018 Tel: 02 662 3610	Kirby's Dreamland 2 (Game Boy)	Nigel Mansell's World Championship (Game Boy) Megaman (Game Boy)
RANDALL FRANCIS 15 Mitchell Street, Capalaba, QLD 4157. Tel: 07 32452323	Separation Anxiety (SNES) Asterix and Obelix (SNES) Wolverine Adamantium Rage (SNES) Mortal Kombat 2 (SNES) MegaMan X (SNES) Super Empire Strikes Back (SNES)	The Addams Family (NES) Wizards and Warriors (NES) Castlevania (NES) Simon's Quest (NES) California Games (NES) Teenage Mutant Ninja Turtles (NES)
BEN ROVATSOS Lot 26, Swansea Rd, Lilydale, Vic 3140 Tel: 97395696	Barkley Shut Up & Jam (SNES) FIFA Soccer '96 (SNES) WWF Royal Rumble (SNES)	Donkey Kong Country (SNES) Mortal Kombat 3 (SNES) Michael Jordan Chaos in the Windy City (SNES)
ANDREW HILL 5 Stone Rd, Happy Valley, SA 5159. Tel: 08 3873232	UN Squadron (SNES) around $25	
CLAYTON ROGERS 138 Old Bundarra Rd, Inverell, NSW 2360. Tel: 067 224017	Donkey Kong Country 2 (SNES)	Last Action Hero 2
DAVID WOLTHERS 2 Waranda Rd, Narara. Tel: 234624	Killer Instinct (Game Boy) Mortal Kombat 3 (Game Boy) Donkey Kong Country 2	Q*Bert (Game Boy) Tetris (Game Boy) Mortal Kombat (Game Boy)
ARN 35 Lord St, Cabramatta West, NSW 2166. Tel: 02 7290386	Super Bomberman 3 (SNES) NBA Jam Tournament Edition (SNES) Chaos Engine (SNES)	Street Racer (SNES) Super Bomberman 2 (SNES) Donkey Kong Land (Game Boy)
PAUL BEUTEL 21 Ure St, Hendra 4011, Brisbane, QLD. Tel: 07 3268 3225	Kirby's Dream Land 2 (Game Boy) All games boxed with manuals:	Gargoyle's Quest (Game Boy) Mercenary Force (Game Boy) Balloon Kid (Game Boy) Wario Blast (Game Boy) Bart Simpson Escape from Camp Deadly (Game Boy)
BRAD DICKSON 24 Wycombe St, Epping, Syndey, NSW Tel: 02 876 3937	Yoshi's Island (SNES) Earthworm Jim 2 (SNES)	Stunt Race FX (SNES) Street Fighter II Turbo (SNES) Blackhawk (SNES)
ROBIN NUROO 53 Hookey St, Rokeby, Hobart, Tas. Tel: 471972	Super Mario Kart (SNES)	Mario is Missing (SNES) Swap
HAMISH STREET 44 Normal Pde, Clayfield, 4041 Brisbane. Tel: 07 32623837	Donkey Kong Country 2 (SNES)	Donkey Kong Country (SNES)
WILLIAM ANDERSON 'Helenburgh', RMB 170 Thyra Rd, Moama 2731. Tel: 054 893262	Megaman X2 (SNES) Donkey Kong Country 2 (SNES)	Yoshi's Island (SNES)
ADRIAN NACEY 5 Ninian St, Kelburn, Wellington NZ Tel: 04 4753282	Micro Machines 2 (SNES)	Mortal Kombat 2 (SNES) Starwing (SNES) Super Mario World (SNES)
MICHAEL MONAGHAN 25 Tibarri St, Kirwan, Townsville, QLD 4817. Tel: 736396	Zelda 2: A Link to the Past (SNES) Zelda (SNES)	Lost Vikings (SNES) Swap Super Mario All Stars (SNES) Swap Stunt Race FX (SNES) Swap

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JOSHUA WOOD 16 Dalhunty St, Tumut, 2720 NSW. Tel: 069 471948		Lord of the Rings (SNES) $30-35
NICHOLAS SCHONEVELD 699 Torrens Rd, 5014,Cheltenham, Adelaide, SA. Tel: 2400569	The Legend of Zelda (Game Boy) F1 Race (Game Boy) Kirby's Dream Land 2 (Game Boy)	Super Mario Land (Game Boy) Swap Tetris (Game Boy) Swap Wario Land (Game Boy) Mortal Kombat II (Game Boy)
JASON ROSEWARNE 18 Port Rd, Kadina, SA 5554. Tel: 08 88213569	Tiny Toons Wild 'n' Wacky Sports (SNES) Major League Baseball (SNES) NBA Jam TE (SNES)	Las Vegas Stakes (SNES) Mystic Quest Legend (SNES)
PETER GOFF 11 Wannon Crt, Melton South. Tel: 03 9 7479993	Yoshi's Island (SNES)	Mortal Kombat 3 (SNES) Swap
ARRYN KRISTOFER PHILLIPS 13 Martin Cres, Aldinga Beach 5173. Tel: 085 577092	Donkey Kong Country 2 (SNES) Killer Instinct (SNES) Doom (SNES)	Bubsy the Bobcat (SNES) Swap Clayfighter 2 (SNES) Swap Battletoads in Battlemaniacs (SNES) Swap
JOHNNY AERLIC 58 Rhodes St, Hillsdale, NSW 2036. Tel: 02 661 4228	Pitfall – Mayan Adventure (SNES) Desert Strike (SNES) Jungle Strike (SNES)	Doom (SNES) Cybernator (SNES) Bubsy the Bobcat (SNES)
BRENDAN FEENEY 7-6 Macleay Pl, Albion Park, NSW 2527. Tel: 042 572941	Donkey Kong Country (SNES)	Judge Dredd (SNES) Swap
MITCHELL PARRISH 3C/164 Concord Burwood Rd, NSW 2137. Tel: 7473396	Mortal Kombat 3 (Game Boy)	Double Dragon 2 (Game Boy) Swap
SAMSON DJORDJEWITSCH 33 Fallbrook St, Kenmore, Brisbane, QLD, 4069. Tel: 07 33788554	Super Mario All Stars (SNES) Clayfighter (SNES) Donkey Kong Country 2 (SNES)	Krusty Super Fun House (SNES) Primal Rage (SNES) 7 NES Games + Console
CHRIS FAAST 27 Truro Rd, Moculta SA, 5353 Tel: 085 639061	Alien 3 (SNES) Super Metroid (SNES) Unirally (SNES)	Super Tennis (SNES)
BRAD HAYES 243 Buderim Mooloolaba Rd, QLD 4556. Tel: 453858	Mortal Kombat 3 (SNES) Several other SNES games	Werewolf (NES) Airwolf (NES) Zelda 2 – Adventures of Link (NES)
SAM FENN Fenn's Nursery, Ravenswood Rd, RSD L500 Lockwood, Vic 3539 Tel: 054 353220	Tetris (Game Boy) Super Mario Land 2 (Game Boy)	Batman Forever (Game Boy) Swap
MORGAN MACLACHLAN 27 Coronilla Way, Forrestfield, WA Tel: 453 2574	Donkey Kong Country 2 (SNES)	Mortal Kombat 3 (SNES) Swap
ALAN MARSDEN 32 Chiniala St, Mansfield 4122 Brisbane, Qld. Tel: 07 3349 7987	Donkey Kong Country 2 (SNES) Donkey Kong Country (SNES) Super Mario Kart (SNES)	Street Fighter II Turbo (SNES) Swap
SHANE TURLEY 28 Rae Avenue, Edithvale, Melbourne Vic 3196. Tel: 9772 0853	Killer Instinct (SNES)	Nigel Mansell's World Championship (SNES) Swap
DAVID CAO 14 Bindi St, Wantirna Sth, 3152. Tel: 9800 3149	Donkey Kong Country 2 (SNES) Donald Duck in Maui Mallard (SNES)	Killer Instinct
MATTHEW RANDLE 12 Rainbow Ave, Ballina NSW 2478 Tel: 066 867170	Donkey Kong Country 2 (SNES)	The Pagemaster (SNES)
PETER GARCIA 3 Carrington Ave, Mortdale, Sydney NSW 2223. Tel: 02 580 7668	Garfield (Game Boy)	Shadow Warriors (Game Boy) Booster Boy + adapter (Game Boy Hardware) – $80
DYLAN MULLINS 33 Grevillea (cr) Circuit Nightcliff, NT Tel: 855983	Doom (SNES) Mortal Kombat 3 (SNES) Super Probotector (SNES)	Super Metroid (SNES) Yoshi's Island (SNES) Yoshi's Cookie (SNES)
JOEL DOWDING 22 Flotilla St, Seaford, Adelaide SA 5169. Tel: 3861274	Demolition Man (SNES)	Killer Instinct (SNES)
ADAM RAWSTHORNE 10 Mungi Rd, Moura 4718, Qld. Tel: 973491	Super Punch Out (SNES)	Super Game Boy (Hardware) – Swap or sell for $100
AARON THOMPSON 34 West St, Sarina, Qld 4737 Tel: 561 042	Soul Blazer (SNES) Earthworm Jim (SNES) Castlevania IV (SNES)	Lost Vikings (SNES) – $39 Double Dragon (Game Boy) Swap Zelda Link's Awakening (GB) Swap
MATT AXSENTIEFF Mackay 4740, 11 Kean St, Andergrove Tel: 553406	Killer Instinct 2 (SNES)	StarWing (SNES)
DANIEL TROTMAN 56 Collingwood Dr, Collingwood Park, Ipswich, Qld 4301. Tel: 073288 5129	Cliffhanger (SNES) Cannon Fodder (SNES) Killer Instinct (SNES)	Lemmings (SNES) Super Mario All Stars (SNES) Battletoads Ragnarok's World (GB)
TIM FITZHARDINGE 65 Stanhope Rd, Killara 2071 Tel: 416 1953	Yoshi's Island (SNES) Donkey Kong Country 2 (SNES)	Super Mario All Stars (SNES) Super Mario World (SNES)

DETAILS	WANTS	WILL SWAP/SELL
ELOE HIME 8C, Mawson Place, Bunbury, WA 6230 Tel: 097 957805	Might & Magic II (SNES) Shadow Run (SNES) PAL only ChronoTrigger (SNES) PAL only	Syndicate (SNES) Another World (SNES) Stunt Race FX (SNES) Super Metroid (SNES) Prince of Persia (SNES) Mystic Quest Legend (SNES)
SAM PHOENIX 14 Douglas St, Magill, 5072 SA Tel: 3317854	Donkey Kong Country 2 (SNES)	Spectre (SNES) Swap
DUANE PRESTON PO Box 211, Noonamah, NT 0837 Tel: 089 881580	Clay Fighter 2 (SNES) Super Street Fighter 2 (SNES) Killer Instinct (SNES)	Tetris (Game Boy)
MICHAEL MCLOUGHLIN 15 Russ Ave, Seaton, 5023 Tel: 2684980	Donkey Kong Country 2 (SNES) Yoshi's Island (SNES)	Super Ghouls n Ghosts (SNES) Swap Super Mario World (SNES) Swap
BRIAN WILSON PO Box 153, Cooktown, QLD 4871 Tel: 070 695465	Dirt Trax FX (SNES) Nigel Mansell (SNES) Rock n Roll Racing (SNES)	Super International Cricket (SNES) Super Star Wars (SNES)
PHILIP DAVIS 17 Houndsgate Crt, Onkaparinga Hills, SA 5163. Tel: 325 2384	Probotector (NES) Double Dragon (NES) Super Mario Bros. 2 (NES)	Elite (NES) Swap
BILL IRVING 501 Maroondah Hwy, Healesville, 3777 Vic. Tel: 059 624594	Mortal Kombat 2 (Game Boy) Mortal Kombat 3 (Game Boy)	Primal Rage (Game Boy)
MATT LUMLEY Unit 2, 47 Langley Cres, Innaloo, WA 6018. Tel: 4459125	Donkey Kong Country 2 (SNES) Killer Instinct 2 (SNES)	Super Mario All Stars (SNES) Mortal Kombat (SNES)
CHRIS CRAIG 168 Wickham Rd, Highett, Vic 3190 Tel: 03 9532 5221	Megaman X (SNES) Megaman X2 (SNES) TMNT Tournament Fighters (SNES)	Street Fighter II Turbo (SNES) NBA Jam (SNES) Lost Vikings (SNES)
ADRIAN ARUMUGAM 17 Glamorgan St, East Cannington 6107 WA Perth. Tel: 351 8729	Donkey Kong Land (Game Boy) Donkey Kong Country (SNES) Bubsy the Bobcat (SNES)	WWF Superstars (Game Boy) Swap Super Kickoff (Game Boy) StarWing (SNES)
REBECCA CLEMENTS 80 Discovery Drv, Albany, WA 6330 Tel: 098 411143	A Boy and His Blob (Game Boy) Chrono Trigger (SNES) Donkey Kong Country (SNES) Donkey Kong Country 2 (SNES) The Mask (SNES)	Illusion of Time (SNES) Zelda A Link to the Past (SNES) Dr Mario (Game Boy) Gauntlet's Quest (Game Boy)
RYAN PHELAN 21 Kain Ave, Motraville 2036 Tel: 02 661 6757	Kid Dracula (Game Boy)	Stargate (Game Boy)
BRETT DE BEER 26 Glenorchy Cres, Hamersley 6022 WA Tel: 342 8828	Chrono Trigger (SNES) Top Gear 3000 (SNES)	Street Fighter II (SNES)
BEN PASCOE 22 Williams Rd, Narrogin 6312 WA Tel: 098 811949	Micro Machines 2 (SNES)	Action Replay 1 for Game Boy (Hardware) no instructions – Swap
SHANE THOMAS South Perth, WA 6151 (ask when you call) Tel: 09 368 5692	Watcha got? (SNES) Mechwarrior 3050 (SNES) NBA Jam 1 or 2 (SNES)	F-Zero (SNES) Chaos Engine (SNES) no book Zelda Link's Awakening (Game Boy)
LISA DRIES 7 Boundary St, Narrabri, NSW 2390 Tel: 067 921562		Super Mario Land (Game Boy) Sell Mario Picross (Game Boy) Sell Tetris (Game Boy) Sell
MICHAEL DOUGAS 1380 Donnybrook Rd, Woodstock, Vic 3751. Tel: 03 9408 1394	Dirt Trax FX (SNES) Yoshi's Safari (SNES)	Mortal Kombat 3 (SNES) Killer Instinct (SNES) Super Punch Out (SNES)
CHRISTOPHER MEDLEN 51 Undarra Drv, Wagga Wagga, Glenfield, NSW. Tel: 312588	Donkey Kong Land (Game Boy)	Double Dragon (Game Boy) Swap
MARC RANSOME 38 Rotham St, Bateau Bay, NSW (Central Coast). Tel: 043 331 064	Sim City (SNES) Super Mario Kart (SNES or any game	Super Pinball (SNES) Mystic Quest (SNES)
DAVID NEWTON 53 Forest St, Whittlesea, 3757 Tel: 03 9716 2407	Mortal Kombat 3 (SNES) Killer Instinct (SNES) Unirally (SNES)	Super Scope Gun (Hardware) Newman Haas Indycar (SNES)
STEPHEN COPE 117 Bent St, Lindfield, 2070 Sydney NSW. Tel: 02 4161700	Donkey Kong Country 2 (SNES)	Tetris (Game Boy) Swap Ghostbusters II (Game Boy) Swap
SANDY MARK FORSTER 151 Main Rd, Campbell's Creek, Vic Tel: 054 723344	Doom (SNES) Theme Park (SNES)	Super International Cricket (SNES) Super Mario Kart (SNES)
STEVEN BROWN 103 Canterburry Rd, Nth Bayswater, Melbourne, Vic. Tel: 9720 2518	Mortal Kombat 3 Donkey Kong Country 2 (SNES)	The Mask Super Mario World (SNES)
JANON TIGGES 4 Warren St, Port Pirie, SA 5540 Tel: 086 332949	Mortal Kombat (SNES) Mortal Kombat 2 (SNES) Yoshi's Island (SNES) Donkey Kong Country (SNES) Donkey Kong Country 2 (SNES)	NBA Jam (SNES) R-Type III (SNES) Street Fighter II (SNES)

If there's a game you just can't live without or a game you can't wait to get shot of (Nintendo only please) then this is the place for you! All you've got to do is complete the form opposite (making sure you've filled in all the details) and post it off to us at the address shown. We publish all the address and phone number details that you send us so make sure you've got permission to send them in as well as checking before you ring all round the country to get your fave game! Please try to write clearly too – we want to get your details right! Finally, be patient, we'll include every entry sent, but we can't always fit them into the very next issue.

Nintendo MAGAZINE SYSTEM

mailbag

Be a sporting sort. Let your sporting needs shine from beneath your player's girdle.

Push your way past the slowies and you will win your heart's desire in golden pennies.

When I was at school I ran to the end of the field and back again in two minutes. I bet you couldn't do that! I won a plate that I then had to carry about with me for four whole years, balanced upon my shoulder. My neck still hurts, but the nurse looks after it for me.

LISTEN UP SKULL!

Right, that's it, I've had enough. Every month I buy a copy of NMS, I read the mag, and it's great, but then I get to page 60 and my poor eyes have to witness this crap called Q & A. After the initial 2 hour shock I push myself to read on and all I see are these @!*%$ Scorpion-like drawings by total losers kissing the miserable butt of that overpraised block of weavel-infested nougat with nasal cavities that everyone calls Skull. I mean, what sort of sicko would spend ages drawing a picture (which is crap mind you) of a demented hung-over idiot with a speech caption near it saying "I destroyed the hedgehog for you Mighty Skull". Yes, I'm refering to that crapped up drawing by Michael Brescia in issue #37. I mean, for starters, Skull's just a big bloated clump of useless white crap and Sonic's just a little pile of spikey blue horse manure which I wouldn't waste my breath trying to say his name. Now, if you print any more –oshi letters then I'll really get the shits. I can't believe you printed one in issue #37. You pull someting like that again and I'll crap on your mag for the next century.
Spineman, NSW.

You know the way you feel after a really bad day when you've just got to go and rage at something? I think Spineman just had one of those! Still, I do like a laugh at Skull's expense, so I'm glad I got to the letters before he stole this one away. He he.

GET THE POINT!
DAVID WILKINSON & NICHOLAS HALE
NSW

WHAT'S REAL?

Hello NMS people.
I am 18 and I am a student from Quebec, Canada, in New Zealand for one year.
The first magazine of NMS I bought was #38 - pretty good if you ask me. Especially the KI2 part with all the new characters (hello Maya) and the Anime section.
I just wanted to ask what you think about all those young fellows who keep drawing swords with drips of blood on them, or Skull eating little men walking down the street. I know, I know, you'll tell me as long as they can tell the difference between video games and real life, but in issue #38 a kid wanted to date Sonya from MK3!! I've never been on the side of those silly mothers who keep telling you that video games are bad for you or ruin your eyes, but I think video games stores should be more strict about the age of those who buy a product rated 16+.
Jean-Philippe Grenier, NZ.

In one breath he's worried about Ben wanting to date Sonya and the next he's saying hello to Maya. Some people just can't tell reality from fantasy! Can they Nursie?

SKULL'S TREACHERY

Yo Les,
I just thought I'd tell you – I'm gonna make your life a living hell... I know it all. I know how you overthrew the old staff to join with Skull in his plot to overthrow the world using DSV. I have news for you. When Skull is supreme ruler he will feed you all to his pet Jabberwock. Then again this could be a load of Jack. Never believe rumours Les.
The Ferret, QLD.

PS When will Chrono Trigger and Illusion of Gaia be out? I've been looking for them for ages.

I knew it! I've long suspected the bald one of plotting something devilish against me. Never believe rumours eh? Slithy toves!
The games? They've been out for ages. Gaia was Gaia in America, but was Illusion of Time in the rest of space.

LOOKIN' MEAN! PETER VUCEMILLO, BROOME, WA.

MORE REALITY

Dear What's-his-name Banner,
Listen up! I've got an idea for a game on the N64 and I think you might be interested. Now I know there are plenty of Earthlings out there who love the Bomberman series. I love them too (after all, I am a Bomberman!) so we just have to grace the N64 with a Bomberman game. Right?
Okay, now this game will be called Ultra Bomberman (stunning title eh?) but unlike the other games it will be viewed from behind your Bomberman, down in the maze. All the different powerups would hang there in mid air. Your bombs would explode like grenades and, of course, getting caught in the blast would kill you. There would be a ceiling to allow enemies to be on the roof as well as the floor.
There, that is but a brief description of my ideas. If you can, please send this idea to Hudson Soft.
Cheers, Brain Bomber, QLD.

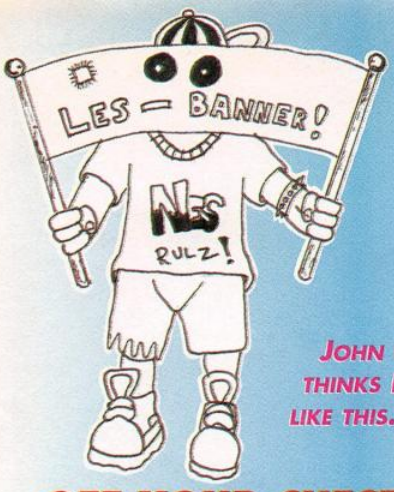
PS Print this or I'll... I'll... I'll... write to Skull instead!

Write to Skull!? Write to him, after what he's planning to do to me? Call me paranoid, but I'm suspicious of everyone now. I have to be!
I expect Hudson Soft read this with the same degree of interest that God does.

ON YOUR BACK

Well, most girls write in just to whinge about that there are no girls' Nintendo games. Well I think of them as idiots.
Jade Lake.
PS I hate Sonic!

Is that a fact?



JOHN GREEN THINKS I LOOK LIKE THIS. HAH!

OFF YOUR CHEST!

Dear Les,
This letter is directed to Bret Hudson (#37). Not all girls are like your sister. I myself have been in the SNES business since 1992 and I am still going strong. "Baywatch" makes fun of women, especially Pamela Lee (who has practically eveything hanging out). Girls should not be stereotypically (or is that word too big for you) "Lady in Distress" figures. Obviously you don't get out much as you would know that girl gamers are increasing. In short – get a life, stop perving on your sister and then you will find out that there are girl gamers.
Don't worry Bret, you are not the only person I'm getting up. Donna (#35), the way I became a fairly good drawer is because I started tracing, then I had the confidence to draw by myself. The people that you are slagging off are probably tomorrow's artists. Don't say that people can't draw because they trace, when you haven't sent in a picture you have done.
Pisces, Xanadu.

That told 'em!

AND AGAIN

Yo NMS!
This letter is about Bret, (issue 37) you know him? The sexist pig... Well Bret, if you're reading this - and even if you're not - I'm a girl. That may not seem like big news but I also own a SNES and Game Boy. Plus, I'm planning to get a Nintendo 64 (if it ever comes out). I play Game Boy whenever I can but most of the time I play SNES. I buy NMS and if anyone even puts a Sega near me (yuk!) I start screaming! So, how's that for a girl? I know plenty of girls who play SNES or NES or Game Boy, and plenty who will be playing N64!! Sure girls spend some time in the bathroom - but that's for your benefit (if any girl would go out with you - sexist pig). Anyway, I'm sorry if I offended you but you sure offended me! What next?
Bindi, NSW.

What next? This...
BEN GERLACH, COOMA

Les's Casting Couch

Savanth Jansz sent Skull a letter which I have carefully intercepted, just in case it said anything about me in it. It doesn't, but it does ask whether there's a Killer Instinct movie due to be made, and suggests that Teri Hatcher (Lois Lane) should play B.Orchid in it.
I was thumbing through my catalogue of gladiators and other bare bodies and I had a few thoughts myself about casting movies of games. Who would you get to play Riptor, or Spinal, or even Earthworm Jim?
Any other suggestions or drawings you have will get pinned on my headboard.

CLEAR AS MUD

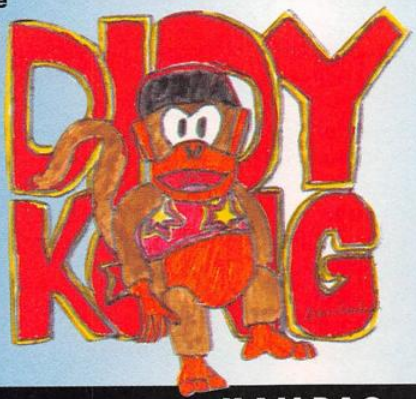
To mighty NMS,
I have had it! Why does everyone keep talking about that dumb hedgehog?!?! We ALL know he's a butt! I mean, talking about that hedgehog is using up valuable page space on NMS. I don't mind seeing drawings because it makes me happy to SEE him dead, but not finding out he's dead by reading it! As I said before, WRITING about him is using valuable space on valuable pages! As that Pepper guy on issue #37 said, quit publishing the ones saying how sick of Sonic they are! You can keep publishing the ones that are saying how sick they are from the people that are sick of Sonic, NOT the other way round!
Your complainer,
Mitchell Clifford, QLD.

So what you're trying to tell us is... er... don't, er... waste space, valuable space that is, on er... um... Sonic, is that it?

DRINK UP

Dear Les,
If I drank a glass of milk on March 1st and the milk container said that the milk would go bad on March 2nd, could I get sick if I didn't go to the toilet 'til March 3rd?
A long-time NMS reader.

If you think that milk containers can talk you're already sick!



LISTEN UP NINTENDO

Dear NMS,
First is Nintendo's decision to bring in a pathetic legislation law that prohibits rental of all games that Nintendo produces. Now, since they make some pretty darn good ones like DKC2, I don't know why they followed Sony in their decision to prohibit rental on Playstation games. They might think they will lose money through rentals, but what if they charge a fee to the rental places, then they wouldn't have to worry about losing any.
Another idea is to do a shareware game, kind of like what happens with PCs. Then, if people liked it, they would buy it. Now what's wrong with that may I ask? There are people out there who just don't have the money to spend on new games all of the time. Do the right thing Nintendo, you might find that if you bring out a try-out version first then you might find yourself selling even more copies of your games.
I urge anyone else who has a point or agrees with me to write in as well as I am sure some of you will not agree with this but I am sure I am not the only one.
Adrian Hansen, Frankston, VIC.

LISTEN UP SONIC

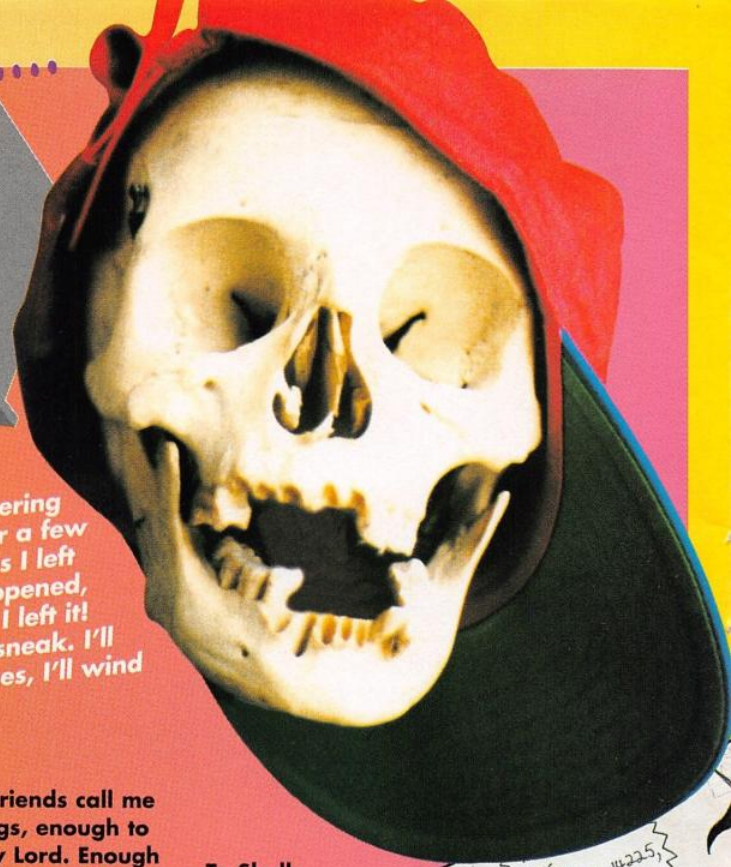
In issue #37 I was reading NMS Mailbag and these two kids wrote in about Sega. I absolutely got so mad that I want to write about these two $%@& kids. They were talking absolute rubbish and they were talking about Sega being crapped on. Well I don't think that Sega is being crapped on. I think that Sonic the $@&%$ hedgehog is being crapped on (who cares really?).
Legend Brendan Par Par.
P.S. Two weeks ago I sold my Sega to a garage sale and I own a beautiful SNES with 8 games, so go suck Ben B. and David C.

You're barking Bren!
I like these angry letters, even if they are from raving freaks.

"Folleree Folleroo, my lovely young maid,
Your blanket is made of encrusted weed,
Yet I never know how to make my way,
Beyond your winding cactus grove." - Les.

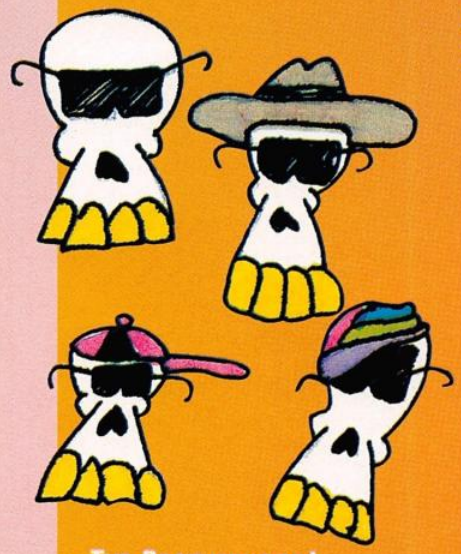
Keep Les up to date at:
NMS, PO Box 14225, Melbourne, MC Victoria 8001
email:
catalyst@popmail.dircon.co.uk

THIS PAGE BELONGS TO..... Skull



Find an envelope, put something in it, stick it, stamp it, mail it to:
SKULL, NMS,
PO BOX 14225,
MELBOURNE,
MC VICTORIA 8001

Some little speck has been tampering again! Why can't I just go off for a few days and return to find things as I left them? My draws had all been opened, and my pen tidy wasn't where I left it! Wait 'til I get my claws on the sneak. I'll boil his liver, I'll cut his eyelashes, I'll wind out his entrails on a stick!



THE BROTHERHOOD!
SAM MCKENZIE, ENMUNDI, QLD.

To resident Skull,
My name is Andrew and I am 11, Blah, blah... Can I get my letter printed just once? I've tried many times over a few years. I even tried sending gifts once but you only print eeediots letters most of the time. The questions:
1. How come Orchid and Jago look like pieces of plastic? Is it in the family?
2. Do you listen to any music?
3. Are you in league with ... (gasp) ... the skeleton Spinal?
Andrew E., Melbourne, Vic.

PS Hayley W. is one of the only girls I know who likes video games, so she might be reading this magazine now!

1. Orchid and Jago are both made of the best plastic money can buy. I wish I had some of their plastic surgery to cover my soft spots when it's cold.
2. Music sucks! All music, every music sucks! Yes I listen all the time, but I hate it all! Especially Celine Dion.
3. Spinal would be nothing without me. I made him what he is, I... Oh no, Rare did that didn't they?!

Hail the Mighty Skull,
My name is Robin, my friends call me Ro. I have plenty of mags, enough to have made you my only Lord. Enough gasbagin' around. I have a problem with Super Mario World II. My Dad won it in a raffle and he hates not being able to play it. I hate it and my Dad won't let me get rid of the stupid thing. So will you be able to write something really bad about him for not letting me get rid of it?
Forever in your debt, Ro, Tas.

Ro's Dad – You should know by now that the young inherit the earth, that all the young dudes carry the news, that raffle prizes are not always the bottles you'd hoped for.
Hey Ro – Play the game kid! Yer Dad's just trying to stop gettin' past his prime. It's his way of preventing baldness and a paunch. Let him play. When he's in a home and you're bored visiting him you'll wish he had SMW2 to keep him occupied!

WEAR THAT GRIN!
JAMES ANNEVELD, NSW

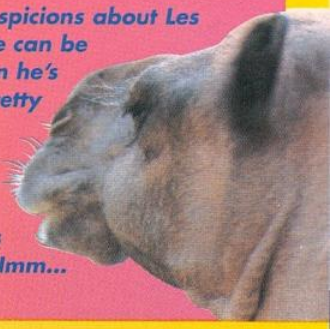
Dear Skull,
Here's a receipe for Sonic Soup.
One spoon of Sonic blood
Two fox tails
One Sonic head
Two Sonic eye balls
Three Sonic Spikes
And you're done!
Sam Jacob, Northam.
PS It might not taste as good as it looks.

To Skull,
I bought Doom for my SNES. I can get up to level 7, episode 1, but the only problem is after killing the 2 Barons of Hell in level 7, you eventually come across some stairs when you hit a switch. When you walk up them and walk over the teleporter that is up the stairs, the screen turns red and heaps of monsters are there. When they kill you the title screen comes up and you start at level 1 again. Can you help?
Paul Brandon, Mildura, Vic.

Sounds like you've opted for the "I'm too young to die" skill level in the options. Try it on "Hurt me plenty" and it'll hurt you plenty.

Yo Skull,
Great work! I am very impressed with your ANT-ics and look forward to them monthly. Here are some ones I think you should include: defend-ant, eleph-ant, perman-ant, antipersper-ant, deodor-ant. I have sent a letter to Les Banner. With a little skill and effort you should be able to throw him off guard and into Dimension X.
Your loyal and trusting servant,
The Ferret.

I've had some suspicions about Les for some time. He can be very creepy when he's sober, and I'm pretty sure he's had something to do with why my desk was rifled and my mail was late this month. Hmm...



I found this letter dropped on my carpet. It's the sort that Les gets all the time from the less-than-sane. So, he HAS been in here...

My name's Silvertongue the Eagle. I come from 'Blueland' and there's a way to get there. What you do is close off portals 1, 2 & 3. The next step is to open portal #69.
Yesterday I was sent a SNES, and me and the rest of the blue eagles showed it to the main creatures of blueland, the blue builders. We played it all day and I went out to buy your mag NMS. First I was horrified at the pictures of Mario killing that blue hedgehog but I then went out and shouted every blue eagle a copy. We bought all issues. I love your mag.
Silvertongue the Eagle.

See what I mean? Less-than-sane or what? That Banner's got something to answer for. I'll have him!

ARTHUR MEETS HIS END.
JOHN GREEN, QLD.

Dear Totally Boofheaded sCull!

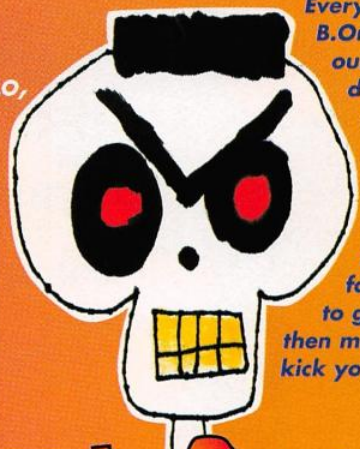
This is Rayden. How dare you tell Pickles from Mildura that I am OLD!! and CRABBY!! you good for nothing piece of _____!! I know something you don't know - Jago loves B.Orchid. Once the Killer Instinct tournament was over B.Orchid found him and they sat down. Then they started to talk, he said "The Tiger Spirit let me down, damn!" Then at that moment they stared into each other's eyes and it happened. Orchid said "Maybe I could help you tame that Tiger Spirit of yours". The rest is history.
By the way, I couldn't be old or crabby because I'm immortal and sane. Keep your mouth shut!
Rayden.

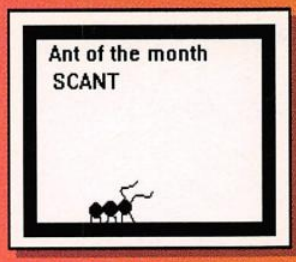
HOT HAIR!
JASON FOX, BASSENDEAN, WA.

Think you can get my back up eh? Everyone knows Jago loves B.Orchid. We all love B.Orchid in our own special ways! Do I detect a hint of jealously in these sad mutterings of a worn out, wasted, wok-wearing wus!

If there's any of you wanna mix it and can't take the fact that you're just not going to get the better of the best, then mail me your abuse and I'll kick your butts too!

LEAN & MEAN
PETER VUCEMILLO,
BROOME, WA





AN INFESTATION HAS BEGUN. THIS FROM DAVID CUST.

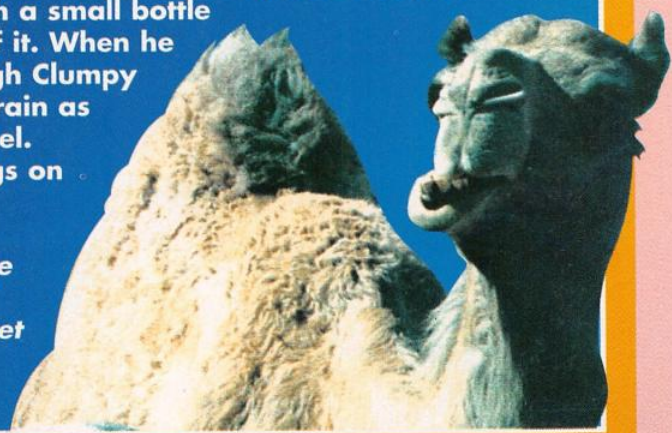
Pets' Corner

Clumpy's day arrives

I've spent a few days on a camel farm, visiting some relatives, and learning the finer points of these beasts' nastier habits. Clumpy here spent most of the day watching birds land on his head, and refused to be ridden more than a few steps, but he was supposed to be easy to creep up on from behind. Unfortunately the day I tried it he was wearing a hat with small mirrors that he had sewn into the brim, and so he could follow my creeping motions right up to the point where he kicked me to dust with one carefully-placed karate blow.

I didn't hold it against him for long. I merely educated him in the finer points of animal behaviour with a pointed stick with a small bottle tied to the end of it. When he had drunk enough Clumpy was as easy to train as yer average camel.

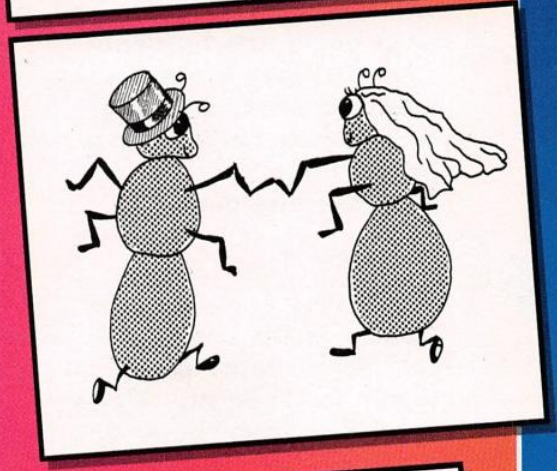
No hard feelings on either side.



Two ants for the price of one this time. You can't get a better deal anywhere!

AN EARLY EXPERIMENT IN PLASTIC SURGERY. BRIAN TRAN, VIC.

Ants Of The Month



Ant-elope

Tips & Tactics

NMS,
P.O. BOX 14225,
MELBOURNE
MC VICTORIA 8001.

I look into the ether and what do I see? A herd of wilderbeast coming after me!

Strewth! I must be tuned to the wrong channel!

Post or email your tips and we'll include all we can find room for. As we can't always test them out in time there are no guarantees, but hey, would we do anything like that deliberately?

Lets begin with a good grovelling letter from Andrew Buntine:

**Almighty Lord Skull,
Saviour of the Damned,
Executioner of the Righteous,
please free my soul of all good deeds and answer my questions:
1. Do you ever think you will get your own magazine? I think there is a market out there for that sort of thing.
2. I have been in constant torment for the last few months trying to finish Nigel Mansell's World Championship. Could you please help me?
If you don't help, I will impale myself with anything that is lying around the house, blunt or sharp.
Andrew Buntine, Mortlake, Vic.**

Actually I do have my own magazine. I make it myself every Tuesday in the shed with a junior printing set and some crayons I got when I was less than famous. Sadly it's not big enough to be appreciated by those rich kids with all the clout. Pah!

We put Action Replay codes for Mansell in last month's NMS I seem to recall. But here are the passwords for all the races. Neeeowwwwnnnn...

Australian
33DV4B , F1ZZG538GW3

Belgian
YMGW4BXM3BV61JR565

Brazilian
6CL732YLZ3HØ7VNBR9

British
TKX . B7G3VTJFS1QSKX

Canadian
B7JPR46QRB . RGØ8HNL

French
LVØZB2Ø6FGØK62K2D7

German
TQPCLTBTB7X21 . JQGT

Hungarian
HLL2FWG1Y2ØFL . 1NG5

Italian
4QX4JKWXT5ØZQ . . K35

Japanese
R48RR9GT7JB . BZVR4D

Mexican
LZ9ZN4ØLJ2541STCVL

Monaco
LØXJ . XVCH3L7GDCFOR

Portugese
4F3MØTZHØ7Ø64KGC5D

Spanish
PZPP693R91Q7NHQ . . 2

San Marino
R49RGKFH . JBDSVØT79

End screen
PV2JTFBK4Y696H4DXY

SUPER NES

STRIKER

Select Elite Squad
Go to the World League and on the password screen enter BCDFGHJKLMPQRST. The screen will say 'password error' and take you back to the Team Selection screen. You'll now be able to pick the Elite squad – the best team in the whole game.
R. Blicker, NSW.

SUPER OFF ROAD

Infinite Continues
Go to two player mode and play by yourself. If you leave truck 2 alone, you'll always come third or better.
Tim Blunt, NZ.

SUPER FIRE PRO WRESTLING

Referee Cheat
When you run at the Ref by using the hammer throw or run, sometimes your wrestler will floor him. Occasionally, the poor guy starts to bleed! This comes in very handy in tag team matches, as the ref cannot take counts when he's on the floor.
Carl Walsingham, Vic.

DEATH VALLEY RALLY

Extra Lives
Go to the title screen and press Left, Right, Select and Y all together. When the 'Zippety Splat' message comes up, then press X.
Adam Samite, NSW.

Nintendo® Game Gurus

In keeping with the mood of the moment our game gurus have gone all sporty with their tips selections. We've also included a sneaky pic of Justin - just in case you wondered what he looked like!

Q: I'm trying to get through all 27 teams in Season mode on NBA Jam, but I always come to a point where I can't get any further. Why?

A: If you want to play every team in the league, you'll have to change the team you play with at some point so you can play against them.

Q: How do you select Bill Clinton as a guest player in NBA Jam?

A: Easy. Go to the initials screen and press A, R and highlight K. Then hold L, R and Start and press X.

Q: Are Shaquille O'Neal and Charles Barkley playable characters in NBA Jam Tournament Edition?

A: No, because they have different contracts they couldn't appear in the game.

Q: In NBA Jam Tournament Edition, how do you get on the Grand Champions list?

A: You need to go all the way through Tournament Mode undefeated to get on this prestigious list!

Q: Can you do slam dunks from anywhere in NBA Jam TE?

A: Yes you can. On the 'Tonight's match-up' screen, press Left, Right, A, B, B, A. If you get it right, the words 'Powered Up Dunks' will appear on the screen.

Q: Are there any codes and cheats for Super International Cricket?

A: Sorry, no.

Q: Is there a cheat for getting Big Heads in NBA Jam TE?

A: No

Q: Can you perform a Mega X3 or Mega X4 in Unirally?

A: No, you can only do Mega X1's and 2's.

Q: I'm having trouble getting to the 'Special Cup' stage in Super Mario Kart. Is there a cheat for it?

A: Sure is. Just go to the 'Time Trial' stage, choose your racer. Now press Left on the controller to highlight 'Mushroom Cup' and press L, R, L, R, L, L, R, R and A.

Justin Corrigan

Game Guru Interview

When did you start playing computer games?
I started playing after I saw Space Invaders in about 1981. It really drew me in and I haven't stopped since.

What is your favourite game and/or genre of games?
My favourite genre would be flight and driving simulation games, but my all time favourtire game is Doom.

Why, what do you like about them?
Doom has so much more freedom of movement than any other game, while the simulators can take you through realistic scenarios that you know you will never get a chance to experience yourself.

How did you get to be a Nintendo Game Guru?
I sat out in front of the Nintendo building and howled until they let me in.

How long have you been at Nintendo?
16 months.

What do you like to do with your free time?
I'm a shepherd.

What's the thing you hate the most?
Writer's block.

Any secrets you want to reveal?
I'm not really a shepherd. I play accordion in a vaudeville thrash metal elevator band.

What music do you like to listen to?
Folk.

Q: I was playing Nigel Mansell's World Championship Racing and completed a race, but I wasn't given a password. Why?

A: You'll need to race in the Full Season mode to get a password.

Q: How do you get a password in FIFA International Soccer?

A: Stay out of Exhibition Mode to get the passwords.

Q: Is there a cheat to race in the Inferno World in Rock And Roll Racing?

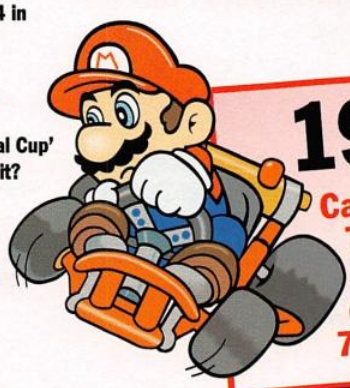
A: Go to the Vs screen and then on to the Planet Select. Now hold the L, R, and Select button and just scroll through the planets until you reach Inferno.

Q: Who are the best teams to play with in Tecmo World Basketball?

A: For the best results, play with Chicago, Cleveland, Detroit, Phoenix or Portland.

Q: How do you get to the 'Special Circuit' in Punch Out?

A: You have to finish undefeated in all the previous circuits (4 wins 0 losses for each).



1902 - 241 001

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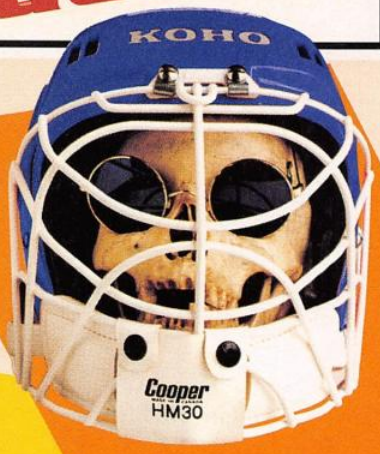
I.T.M. call rate 75¢ per minute. A higher rate applies to mobile and public phones.

Tips & Tactics



I've had a helmet-full of lettas asking about DKC2 – Diddy's Kong Quest, from Aaron Brendel, D. Sharma, Brenden, Jason Rance, Matt Nowicki, Blake McIvor, Peter Robinson, Andrew Pierce and Aceman #2 amongst others. Most wanted to know about either getting coins or beating Screech, so I've pushed the boat out, waxed my board and shaved my legs, and here goes:

Coins

Chainlink Chamber

To get the DK coin, get to the point where the two Kannons shoot at you from above, and as soon as they start firing jump right into the wall. This secret passage will lead you to the Hero Coin and the letter N.

A general coin-getting tip is to throw your co-player up right at the start of a level, as high hidden coins can sometimes be revealed here.

What to do on Screech's Sprint

Screech's Sprint is essentially a race between you and Screech, Squawk's nasty alter ego. To win the race, just after you find the letter K, fly straight through the gap and you'll get into a barrel that fires you into the lead. When you come across a banana arrow pointing downwards, go into the gap in the top right hand corner and you'll get the Hero Coin.

SUPER NES

FACEBALL 2000

Cyberscape

On the title screen, press and hold the L and R buttons and choose either one or two player mode, then press Start. Release L and R and the new 'Cyberscape' option should appear. You'll find loads of new baddies to deal with as well as a special split screen mode!

HOLE IN ONE

Super Clubs

Go to the Enter Your Name screen and key in METALPLAY. Now you'll get a brand spanking new set of clubs!
Jon Brewer.

SUPER SOCCER

Speed Up

Go to the player Skill screen and press Left, Right, Left, Up, and the R button twice. You'll now be able to play an even faster game! To make sure the cheat's worked, listen out for the word 'Bingo'.
Nintendo Team - Select a two player game and on the Team Select screen press Start and B on controller two. You can now play your games with the special Nintendo team.

JOHN MADDEN '93

Passwords

MNRLBDMD	Green Bay vs Houston
MNLLBBFD	Houston vs Kansas
MNGLBBVC	Cincinnati vs Houston
DFRNCFVC	Chicago vs Cincinnati
DFLNCBLC	Green Bay vs Chicago
DFGNBBFC	Chicago vs Washington
DJLPBBPC	Dallas vs Philadelphia
DJGPBBKC	Green Bay vs Dallas
DFRNCFVC	Dallas vs Cincinnati

Ann, WA.

ON THE BALL

Codes

Field 2 - MHWYR
Field 3 - HCCWD
Field 4 - WRJMH

WWF ROYAL RUMBLE

Special Punch

When you turn your SNES on, you'll see a legal screen first. Once this starts to fade press B then Y on your controller. You'll hear a growl if the cheat has worked. Now you have a special Super Punch that takes any opponent out in two punches!

GAME BOY

BLADES OF STEEL

Goalies Cheat

If you hold A and B on both controllers, then Start on controller one, you'll be able to play without the goalkeepers!
Gareth Jones, Qld.

FACEBALL 2000

Level Skip
When you finish level one, turn around and face the opposite wall. Fire at it to uncover a secret wall with an orb behind it. Now activate the orb to go straight through to Level 10.

FERARRI GP CHALLENGE

Passwords
Level 2 - BPDFGMJLBKDHGJKT
Level 3 - CHDJGTJLBKDJGKLZ
Level 4 - CPDNGTJLCCDLGLNP
Level 5 - CSDPTGJXCHDLGMPS
Level 6 - DLDPGTKLCMDPGNQ2
Level 7 - DSFHGTKLCMDSGPSN
Level 8 - FLFLGTKLCPDSGQTN
Level 9 - FLFLGVKQCRDSGRTX
Level 10 - GPFLHKRDCDSGSWL

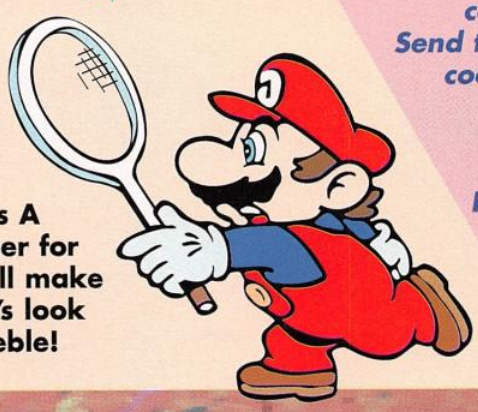
GOLF

GOLF

If you stuffed up your first attempt you can play your shot again by pressing A, B, Select and Start before the ball stops rolling. This resets the game but you'll begin at the shot you just played!

MARIO TENNIS

Power Serve
On your service, press A and B together for a serve that'll make Boris Becker's look positively feeble!



NINTENDO WORLD CUP

Unstoppable Shot
When you're playing, try running with the ball for exactly five steps and then shoot for goal. If you time it perfectly, you'll unleash one mother of a kick that has goal written all over it.
Phillip Somes, NT.

SOCCERMANIA

Invisibility
What better way to win at Soccer than making your players transparent? Press Up twice, Down twice, Left, Right, Left, Right, B, A at the title screen.

TRACK MEET

Passwords
Jack Strop - HHTBSRLR
S Pastrami - BHCBTWVB
I B Cheetin' - TBRBNNQM
K Ninja - GXMBGWNC

NES

AMERICAN GLADIATORS

Passwords
Level 2 - A, B, A, A, A, A, B, B
Level 3 - A, B, A, A, B, A, A, A
Level 4 - A, B, A, B, B, B, B, B

BLACK BASS FISHING

Use this password to go up a level into Class B:
TSVWDEDODIBPUYGC

PUNCH-OUT

Title passwords
ØØ5 737 5423 - WVBA Minor Champ
267 853 7538 - World Circuit Fight
777 8Ø7 3454 - WVBA Major Champ
ØØ7 373 5963 - Fight Tyson
S. Jesson, WA.

TRACK AND FIELD

Final Day Codes

USSR	2M15PZJWS
France	5ZHDPZJ2S
USA	54HLPHJNI
GB	YAWWWHJ45

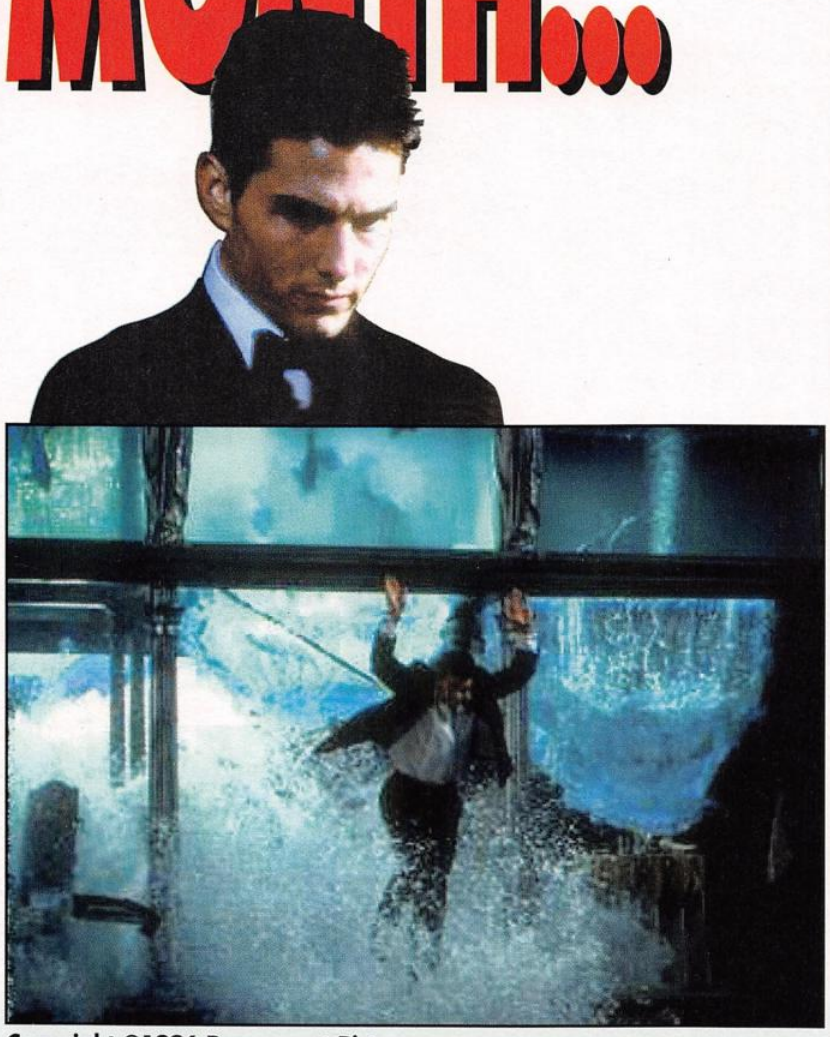
WWF WRESTLING CHALLENGE

Tag Teams
If you press Select and B in Tag Team Survivor mode, your team mate will run round the other side of the ring to beat up your opponent's team mate!

Keep us up-to-date with your tips and tactics so that others can share in your glory. I tell you, if I had a coconut for every time I've been asked for a tip for Track Meet, I'd have er... seven coconuts by now. Send them in (tips not coconuts, fool!) to:

Tips & Tactics,
NMS,
P.O. Box 14225,
Melbourne,
MC Victoria,
8001

COMING NEXT MONTH...



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NEW WAVE!
our EXCLUSIVE new interview explores the depths at OCEAN.

+ + + PLUS + + +

GETTING CLOSER -
As the N64 looms large we'll have plenty to oggle at.

+ + + PLUS + + +

GAMES TO DIE FOR:
Mission Impossible, War 2410, Breath of Fire 2, Mohawk and Headphone Jack, and a heap of titles from Titus.

+ + + PLUS + + +

LISTEN UP!
Spider cocks an ear at music sites on the 'Net.

+ + + PLUS + + +

FATAL CONFLICTS!
Doom and Yoshi's Island players' guides part 3, and our Killer Instinct beginners' guide.

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THE REST:
All the usual News, Reviews and Exclusive Reports on what's what where and when!

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